Subject: No flags on BRC compilation
Posted by mdelfede on Sat, 17 Dec 2022 19:34:01 GMT
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Hi,

I'm trying to cross-compile an application using CLANG compiler in linux (Ubuntu 22.04) for windows.
I'm using "-target x86_64-pc-win32" flag, among others.
All ok besides BRC files which don't get the flags.

For example, I added a C file to my application, and it compiles correctly :

clang -c ... -DflagSHARED -fexceptions -target x86_64-pc-win32 -nostdinc -Wall -O3 -ffunction-sections -fdata-sections -x c -target x86_64-pc-win32 "/home/massimo/.config/u++/theide/UppHub/DXF/DXF/stoka.c" -o "/home/massimo/sources_TOOLS/UPP_OUT/TimberStruct/DXF/CLANG_W64.Gui.Mt.Protect.Shared.Win32/stoka.c.o"

but the BRC not:

clang -c ... -DflagSHARED -c -o "/home/massimo/sources_TOOLS/UPP_OUT/TimberStruct/DXF/CLANG_W64.Gui.Mt.Protect.Shared.Win32/dxf.brc$brc.o" -x c "/home/massimo/sources_TOOLS/UPP_OUT/TimberStruct/DXF/CLANG_W64.Gui.Mt.Protect.Shared.Win32/dxf.brc$brc.c"

You can see the result dumping obj file headers; here a correct file:

Header.o: formato del file pe-x86-64
architettura: i386:x86-64, flag 0x0000003d:
HAS_RELOC, HAS_LINENO, HAS_DEBUG, HAS_SYMS, HAS_LOCALS
indirizzo di partenza 0x0000000000000000

and here the wrong one, which gets wrong file format:

dxf.brc$brc.o: formato del file elf64-x86-64
architettura: i386:x86-64, flag 0x00000011:
HAS_RELOC, HAS_SYMS
indirizzo di partenza 0x0000000000000000

Ciao

Massimo

Subject: Re: No flags on BRC compilation
Posted by mdelfede on Sat, 17 Dec 2022 21:27:35 GMT
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By now solved with a bash script 'myclang' :

#!/bin/bash
/usr/bin/clang -target x86_64-pc-win32 -fuse-ld=lld $@

and removing corresponding flags from builder.
Clang complains also about some other stuffs which are meaningless in windows code (-s flag, gc-sections) but they're just warnings.

I think that cross-compiling on linux for windows and maybe for os-x should get a tutorial on docs... it's a very useful stuff.

Ciao

Massimo