Subject: TheIDE on FreeBSD -- Cannot link with pthread in debug mode Posted by rycamor on Mon, 25 Sep 2006 21:56:45 GMT

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TheIDE runs fine in FreeBSD 6.1, but when I try to build the example apps in debug mode, they all end with

Linking...

/home/rick/upp/out/Core/GCC32.Debug.Gui/\$blitz.o(.text+0x193): In function `Thread::Detach()':

: undefined reference to `pthread_detach'

/home/rick/upp/out/Core/GCC32.Debug.Gui/\$blitz.o(.text+0x34e): In function `Thread::Wait(int)':

: undefined reference to `pthread_join'

When I build in 'release' (optimal) mode, they compile and link fine. Here is a diff I ran on the Makefiles in debug and release mode:

```
< Macro = -DflagGUI -DflagGCC -DflagDEBUG -DflagBLITZ -DflagFREEBSD
< CC = c++ -c -D_DEBUG -O0
---
> Macro = -DflagGUI -DflagGCC -DflagBLITZ -DflagFREEBSD
> CC = c++ -c -O2
12c12
< OutDir_AddressBook = $(UPPOUT)AddressBook/GCC32-Blitz-Debug-Freebsd-Gcc-Gui-Main/
---
> OutDir_AddressBook = $(UPPOUT)AddressBook/GCC32-Blitz-Freebsd-Gcc-Gui-Main/
14c14
```

...snip lots of similar output...

```
< c++ -static -o $(OutFile) -ggdb $(LIBPATH) -WI,-O,2 $(LINKOPTIONS) \</p>
```

> c++ -static -o \$(OutFile) -WI,-s \$(LIBPATH) -WI,-O,2 \$(LINKOPTIONS) \

All other settings in "Output mode" are default. Could the difference be in "-s \$(LIBPATH)"? I'm not too sure what -s means.

(Thanks for U++/TheIDE, BTW. It looks like a very nice toolkit so far)

Subject: Re: TheIDE on FreeBSD -- Cannot link with pthread in debug mode Posted by masu on Tue, 03 Oct 2006 21:37:24 GMT

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Hi,

I am sorry, I am answering that late, but I was on vacation.

We had that problem before, you simply need to add library pthread for FreeBSD in the Core package (I assume you are compiling inside TheIDE).

You can have a look at this thread:

http://www.arilect.com/upp/forum/index.php?t=msg&goto=37 92&#msg_3792.

I somehow missed to commit it, sorry .

Matthias

Subject: Re: TheIDE on FreeBSD -- Cannot link with pthread in debug mode Posted by rycamor on Tue, 03 Oct 2006 23:43:42 GMT

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Thanks, that fixed it.

Having fun with UPP...