Subject: Compile error "thread-local storage not supported ..."
Posted by masu on Thu, 26 Apr 2007 16:35:34 GMT
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Hi,

I get the following output when compiling theIDE 704.r59 (checked it out yesterday) in MT mode:

----- ide\Common (GUI MT GCC WIN32) (1 / 27)
----- ide\LayDes (GUI MT GCC WIN32) (2 / 27)
----- ide\IconDes (GUI MT GCC WIN32) (3 / 27)
----- ide\Builders (GUI MT GCC WIN32) (4 / 27)
----- ide\Debuggers (GUI MT GCC WIN32) (5 / 27)
----- ide\Browser (GUI MT GCC WIN32) (6 / 27)
----- CodeEditor (GUI MT GCC WIN32) (7 / 27)
----- CtrlLib (GUI MT GCC WIN32) (8 / 27)
----- Web (GUI MT GCC WIN32) (9 / 27)
----- plugin\bz2 (GUI MT GCC WIN32) (10 / 27)
----- HexView (GUI MT GCC WIN32) (11 / 27)
----- Esc (GUI MT GCC WIN32) (12 / 27)
----- Core (GUI MT GCC WIN32) (13 / 27)
lheap.cpp
d:\programs\upp-uvs\uppsrc\Core\/HeapImp.h:41: error: thread-local storage not supported for this targe
t
heap.cpp
d:\programs\upp-uvs\uppsrc\Core\/HeapImp.h:41: error: thread-local storage not supported for this targe
t
d:\programs\upp-uvs\uppsrc\Core\heap.cpp:144: error: thread-local storage not supported for this target

String.cpp
d:\programs\upp-uvs\uppsrc\Core\/HeapImp.h:41: error: thread-local storage not supported for this targe
t
WString.cpp
d:\programs\upp-uvs\uppsrc\Core\/HeapImp.h:41: error: thread-local storage not supported for this targe
t
Creating library...
Core: 4 file(s) built in (0:06.57), 1644 msecs / file, duration = 6609 msecs

There were errors. (0:06.80)

2007.1 compiles fine in MT mode.

System: WinXP, MingW 4.1.1, 704.r59 (not MT)

Any idea?

Matthias

Subject: Re: Compile error "thread-local storage not supported ..."
Posted by mirek on Fri, 27 Apr 2007 08:27:19 GMT
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Yes, I know about this, but see no good solution.

There is no way how to have TLS variables in MingW.

The only possible option is to change the code of allocator to work without them (or use USEMALLOC). But that will cripple MT performance big big time (anything you would gain by going multicore you will loose by this quirk).

Mirek

Subject: Re: Compile error "thread-local storage not supported ..."
Posted by masu on Fri, 27 Apr 2007 08:32:19 GMT
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Ok, but then USEMALLOC is at least a workaround to get program compiled.

As I understand you right there is not a big performance difference in using either the old MT Core or the new MT Core with USEMALLOC.
Or is the performance then even worse?

Matthias

Subject: Re: Compile error "thread-local storage not supported ..."
Posted by mirek on Fri, 27 Apr 2007 08:57:28 GMT
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masu wrote on Fri, 27 April 2007 04:32Ok, but then USEMALLOC is at least a workaround to get program compiled.

As I understand you right there is not a big performance difference in using either the old MT Core or the new MT Core with USEMALLOC.
Or is the performance then even worse?

Matthias

I have not measured. But the new allocator is much better with MT (it has much reduced mutex locking, using that TLS thing).

Frankly, using MingW to do any serious stuff does not seem as a good idea anymore....

Mirek

Subject: Re: Compile error "thread-local storage not supported ..."
Posted by masu on Fri, 27 Apr 2007 09:04:03 GMT
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The program I did is not so important , so I can live with that right now (I don't want to fill my system folder with lots of DLLs with installing MSCx).

When using USEMALLOC there are still errors (even though fewer):

----- CtrlLib (GUI MT USEMALLOC GCC WIN32) (1 / 9)
----- CtrlCore (GUI MT USEMALLOC GCC WIN32) (2 / 9)
----- RichText (GUI MT USEMALLOC GCC WIN32) (3 / 9)
----- Draw (GUI MT USEMALLOC GCC WIN32) (4 / 9)
----- Core (GUI MT USEMALLOC GCC WIN32) (5 / 9)
String.cpp
d:\programs\upp-uvs\uppsrc\Core\/HeapImp.h:41: error: thread-local storage not supported for this targe
t
WString.cpp
d:\programs\upp-uvs\uppsrc\Core\/HeapImp.h:41: error: thread-local storage not supported for this targe
t
Creating library...
Core: 2 file(s) built in (0:03.05), 1527 msecs / file, duration = 3095 msecs

There were errors. (0:03.20)

Is there an #ifdef missing somewhere?

Matthias

Subject: Re: Compile error "thread-local storage not supported ..."
Posted by mirek on Fri, 27 Apr 2007 11:30:25 GMT
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Yes, most likely...

Mirek