
Subject: mingwm10.dll not needed?!

Posted by [hojtsy](#) on Thu, 02 Feb 2006 09:33:26 GMT

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As far as I know mingw-compiled multithreaded applications should always be dynamically linked to mingwm10.dll, so this file should be available on computers running the application. It seems that U++ somehow removes this nasty limitation. How is that possible?

Subject: Re: mingwm10.dll not needed?!

Posted by [mirek](#) on Thu, 02 Feb 2006 21:39:03 GMT

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I am not sure. I have noticed this mingwm10.dll issue, but never tried to really find out what it is about...

I do not think that U++ helps here - just TheIDE as well all examples are not multithreaded

Mirek

Subject: Re: mingwm10.dll not needed?!

Posted by [hojtsy](#) on Thu, 02 Feb 2006 23:17:40 GMT

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I created a MT application with u++, and run it without mingwm10.dll successfully. This is not supposed to be possible. Multithreaded applications should be built with the "-mthreads" option given to the compiler, which will trigger dynamic linking to mingwm10.dll. It is promised that a future version of MinGW will remove this severe inconvenience. There are long discussions about this topic on the Qt forum. (<http://lists.trolltech.com/qt-interest/2005-10/msg00470.html>)

Subject: Re: mingwm10.dll not needed?!

Posted by [hojtsy](#) on Fri, 03 Feb 2006 09:58:07 GMT

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Is there a way to display the command line arguments passed to the compiler during compilation? I would like to see if it contains the -mthreads parameter.

Subject: Re: mingwm10.dll not needed?!

Posted by [mirek](#) on Fri, 03 Feb 2006 10:04:11 GMT

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Yes - there is "Be verbose" option in the "Setup" menu.

Mirek

(P.S.: just checked GCC builder code and it indeed seems like the option is missing... Explains it

Subject: Re: mingwm10.dll not needed?!
Posted by [hojtsy](#) on Fri, 03 Feb 2006 10:21:39 GMT
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That -mthreads is needed, because it makes the compiler generate thread-safe versions of some codes. It links with mingwm10.dll as the dll framework provide the only documented way a certain cleanup code could be triggered after each thread terminates. (VC++ uses an undocumented way) So I can no longer hope that you somehow miraculously removed the dependency on mingwm10.dll.

Subject: Re: mingwm10.dll not needed?!
Posted by [mirek](#) on Fri, 03 Feb 2006 22:04:12 GMT
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Fixed: TheIDE now emits -mthreads for GCC && WIN32.

Mirek
