Subject: A trouble with "All static" linking on Linux
Posted by trustmaster on Fri, 01 Jun 2007 13:04:29 GMT
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I've encountered following problems when trying to do a Release build with GCC:
Quote:Linking...
/usr/lib/gcc/i686-pc-linux-gnu/4.1.2/../../../../i686-pc-lin ux-gnu/bin/ld: cannot find -lgtk-x11-2.0
collect2: running ld finished with error code 1

There were errors. (2:56.77)
It links neither in BLITZ nor in non-BLITZ mode. But when I switched Link mode to "Use shared libs", it linked properly. So it looks like a bug in the U++ make process which passes a wrong linker option (-lgtk-x11-2.0) or breaks the ld syntax when performing all-static linking.

Subject: Re: A trouble with "All static" linking on Linux
Posted by forlano on Fri, 01 Jun 2007 14:05:19 GMT
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trustmaster wrote on Fri, 01 June 2007 15:04I've encountered following problems when trying to do a Release build with GCC:
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If I remind, for some reason in linux you can use only shared libs mode. Only in windows you can switch to all static.

Luigi

Subject: Re: A trouble with "All static" linking on Linux
Posted by trustmaster on Fri, 01 Jun 2007 20:04:16 GMT
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Perhaps that switch should be disabled in Linux builds in order to get the users informed instead of nervously trying to track the bug?

Subject: Re: A trouble with "All static" linking on Linux
Posted by mirek on Mon, 04 Jun 2007 12:12:54 GMT

Well, perhaps, OTOH you can build console mode apps static linked.