Subject: Microsoft Compiler Internal Error
Posted by frankdeprins on Thu, 25 Feb 2010 11:22:50 GMT
View Forum Message <> Reply to Message

At some point in the U++ code, there is a code line that often (depends on build settings) raises an Internal Compiler Error for Microsoft compilers from Visual Studio/C++ 2003/2005 and 2008. This is a known problem at Microsoft an several people have reported it, not only in U++ sources. For me, it has the consequence that I cannot build theIDE.exe with MS compilers in release mode (Debug mode and any mode of Mingw works fine, but the exe is much larger and I prefer MS builds).
The solution/workaround, suggested by Microsoft, is to locally switch off code optimization.

The code where this happens in U++ is at line 54 of 'uppsrc/RichText/TextOp.cpp' and I already tried this suggestion out and attached the modified source. It 'fixes' the ICE indeed and I was wondering if you could make this change to your sources.

Thanks in advance.

PS: The ICE seems to have been fixed in Visual Studio/C++ 10 (it was still present in the beta's).

File Attachments
1) TxtOp.cpp, downloaded 482 times

Subject: Re: Microsoft Compiler Internal Error
Posted by mirek on Thu, 25 Feb 2010 18:10:20 GMT
View Forum Message <> Reply to Message

frankdeprins wrote on Thu, 25 February 2010 06:22At some point in the U++ code, there is a code line that often (depends on build settings) raises an Internal Compiler Error for Microsoft compilers from Visual Studio/C++ 2003/2005 and 2008. This is a known problem at Microsoft an several people have reported it, not only in U++ sources. For me, it has the consequence that I cannot build theIDE.exe with MS compilers in release mode (Debug mode and any mode of Mingw works fine, but the exe is much larger and I prefer MS builds).
The solution/workaround, suggested by Microsoft, is to locally switch off code optimization.

The code where this happens in U++ is at line 54 of 'uppsrc/RichText/TextOp.cpp' and I already tried this suggestion out and attached the modified source. It 'fixes' the ICE indeed and I was wondering if you could make this change to your sources.

Thanks in advance.

PS: The ICE seems to have been fixed in Visual Studio/C++ 10 (it was still present in the beta's).

Yes, I am very aware about the issue for years. However, it only happens if you use BLITZ with Optimal release mode. As Blitz is mostly reserved for debug mode, there is little incentive to fix correct code to workaround compiler bug that is not causing any real problems....

Mirek

Subject: Re: Microsoft Compiler Internal Error
Posted by frankdeprins on Thu, 25 Feb 2010 18:58:39 GMT
View Forum Message <> Reply to Message

Thanks, I was not aware that leaving out Blitz solves it as well. But you are right indeed. Frankly, I have not yet looked at this Bliz stuff, what it is, what it does... That will be my next quest in my getting to know this wonderfull environment.
You guys really made something amazing.

frank