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Subject: Disappearing menus and other weird MinGW stuff

Posted by [keltor](#) on Thu, 16 Feb 2012 11:39:19 GMT

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Hi everyone, new U++ user here, and loving it!

I am learning to use U++ and it took me a while to find a workaround about a weird problem I was having. I thought I'd let you know, in case someone else finds the same issue.

I am creating a GUI for a C++ cmd program I developed. I was stuck trying to get the application menu working (you know, File, Edit, Help, that sort of stuff). I managed to produce it in the beginning but then it disappeared: the application was running with no menu bar, and the Exit confirmation prompt I was showing at the end had no buttons or text either.

It turns out that the "feature" is related to the g++ compiler. Apparently, the -ftree-vectorize option, enabled by default with -O3 optimization, is the culprit. Now I am compiling with -Ofast -fno-tree-vectorize and it works as intended.

Incidentally, I am using the MinGW Win32 version of g++ 4.6.0, and GUI MT SSE2. I had other issues with the Win64 compiler but I realise that one should not expect perfect compatibility in that case.

U++ bug? MinGW oddity? Anyway, maybe this proves useful to someone.

Kel

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