Subject: What does these compiler messages means? and how to fix them?
Posted by navi on Tue, 03 Jul 2012 09:26:13 GMT

Since I added the "SysInfo" Package from the Bazaar to my project, these compiler messages about "$blitz.o: duplicate section `.rdata$_ZTVN3Upp_____ has different size" started to show up. What does these compiler messages means? and how to fix them?

Thanks & Regards
Navi

----- CtrlLib (GUI GCC FORCE_SIZE BLITZ WIN32) (1 / 27)
----- GLCtrl (GUI GCC FORCE_SIZE BLITZ WIN32) (2 / 27)
----- SysInfo (GUI GCC FORCE_SIZE BLITZ WIN32) (3 / 27)
----- plugin/pcre (GUI GCC FORCE_SIZE BLITZ WIN32) (4 / 27)
----- CtrlCore (GUI GCC FORCE_SIZE BLITZ WIN32) (5 / 27)
----- Draw (GUI GCC FORCE_SIZE BLITZ WIN32) (6 / 27)
----- plugin/bmp (GUI GCC FORCE_SIZE BLITZ WIN32) (7 / 27)
----- RichText (GUI GCC FORCE_SIZE BLITZ WIN32) (8 / 27)
----- Core (GUI GCC FORCE_SIZE BLITZ WIN32) (9 / 27)
----- plugin/z (GUI GCC FORCE_SIZE BLITZ WIN32) (10 / 27)
----- plugin/png (GUI GCC FORCE_SIZE BLITZ WIN32) (11 / 27)
----- Functions4U (GUI GCC FORCE_SIZE BLITZ WIN32) (12 / 27)
----- plugin/bz2 (GUI GCC FORCE_SIZE BLITZ WIN32) (13 / 27)
----- Web (GUI GCC FORCE_SIZE BLITZ WIN32) (14 / 27)
----- plugin/jpg (GUI GCC FORCE_SIZE BLITZ WIN32) (15 / 27)
----- plugin/gif (GUI GCC FORCE_SIZE BLITZ WIN32) (16 / 27)
----- plugin/tif (GUI GCC FORCE_SIZE BLITZ WIN32) (17 / 27)
----- ide/Browser (GUI GCC FORCE_SIZE BLITZ WIN32) (18 / 27)
----- CppBase (GUI GCC FORCE_SIZE BLITZ WIN32) (19 / 27)
----- ide/Common (GUI GCC FORCE_SIZE BLITZ WIN32) (20 / 27)
----- PdfDraw (GUI GCC FORCE_SIZE BLITZ WIN32) (21 / 27)
----- RichEdit (GUI GCC FORCE_SIZE BLITZ WIN32) (22 / 27)
----- ide/Core (GUI GCC FORCE_SIZE BLITZ WIN32) (23 / 27)
----- Esc (GUI GCC FORCE_SIZE BLITZ WIN32) (24 / 27)
----- coff/binobj (GUI GCC FORCE_SIZE BLITZ WIN32) (25 / 27)
----- coff (GUI GCC FORCE_SIZE BLITZ WIN32) (26 / 27)
----- MySecondGL (GUI MAIN GCC FORCE_SIZE BLITZ WIN32) (27 / 27)
BLITZ: app_window.cpp app_GLCtrl.cpp main.cpp Sheet2D.cpp My_OGL_Obj_Lib.cpp cube.cpp
box_calc.cpp
graph.cpp

MySecondGL: 8 file(s) built in (0:06.43), 804 msecs / file, duration = 6610 msecs, parallelization 53%
Linking...
C:/out/MyApps+bazaar/Esc/MINGW.Blitz.Force_Size.Gui\$blitz.o: duplicate section `.rdata$_ZTVN3Upp6FileInE[vtable for Upp::FileIn]' has different size
C:/out/MyApps+bazaar/Esc/MINGW.Blitz.Force_Size.Gui\$blitz.o: duplicate section `.rdata$_ZTSN3Upp8MoveableINS_6StringENS_7AStringINS_7String0EEEEE[typeinfo name for Upp::Moveable<Upp::String, Upp::AString<Upp::String0> >]' has different size
C:/out/MyApps+bazaar/Esc/MINGW.Blitz.Force_Size.Gui\$blitz.o: duplicate section `.rdata$_ZTSN3Upp8MoveableINS_7String0ENS_10EmptyClassEEE[typeinfo name for Upp::Moveable<Upp::String0, Upp::EmptyClass>]' has different size
C:/out/MyApps+bazaar/coff/binobj/MINGW.Blitz.Force_Size.Gui\binobj.o: duplicate section `.rdata$_ZTVN3Upp7FileOutE[vtable for Upp::FileOut]' has different size
C:/out/MyApps+bazaar/coff/binobj/MINGW.Blitz.Force_Size.Gui\binobj.o: duplicate section `.rdata$_ZTSN3Upp8MoveableINS_6StringENS_7AStringINS_7String0EEEEE[typeinfo name for Upp::Moveable<Upp::String, Upp::AString<Upp::String0> >]' has different size
C:/out/MyApps+bazaar/coff/binobj/MINGW.Blitz.Force_Size.Gui\binobj.o: duplicate section `.rdata$_ZTSN3Upp8MoveableINS_7String0ENS_10EmptyClassEEE[typeinfo name for Upp::Moveable<Upp::String0, Upp::EmptyClass>]' has different size
C:/out/MyApps+bazaar/coff/MINGW.Blitz.Force_Size.Gui\$blitz.o: duplicate section `.rdata$_ZTVN3Upp7FileOutE[vtable for Upp::FileOut]' has different size
C:/out/MyApps+bazaar/coff/MINGW.Blitz.Force_Size.Gui\$blitz.o: duplicate section `.rdata$_ZTSN3Upp8MoveableINS_6StringENS_7AStringINS_7String0EEEEE[typeinfo name for Upp::Moveable<Upp::String, Upp::AString<Upp::String0> >]' has different size
C:/out/MyApps+bazaar/coff/MINGW.Blitz.Force_Size.Gui\$blitz.o: duplicate section `.rdata$_ZTSN3Upp8MoveableINS_7String0ENS_10EmptyClassEEE[typeinfo name for Upp::Moveable<Upp::String0, Upp::EmptyClass>]' has different size
C:\out\MyApps+bazaar\MINGW.Blitz.Force_Size.Gui\MySecondGL.exe (5451264 B) linked in (0:06.10)

File Attachments
1) compiler_messages.txt, downloaded 469 times

Subject: Re: What does these compiler messages means? and how to fix them?
Posted by dolik.rce on Tue, 03 Jul 2012 10:10:13 GMT
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Hi Navi,

Have you tried to "Rebuild All"? Sometimes this happens when part of the packages changes while already compiled objects retain the old code. Rebuilding all the sources usually solves the issue.

The exact meaning of the error is that there is same code in two object files, but it is different, e.g. because each was compiled with different version of header files or something similar.

Best regards,
Honza

Subject: Re: What does these compiler messages means? and how to fix them?
Posted by navi on Tue, 03 Jul 2012 10:47:10 GMT
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dolik.rce wrote on Tue, 03 July 2012 12:10Hi Navi,

Have you tried to "Rebuild All"? ...
Best regards,
Honza

Thank You Honza. Yes I have tried clean out folder and Rebuild All. Those "duplicate section " messages are still there. I am enclosing the entire compiler messages and a screen shot of my "Package Organizer" Dialog.

P.S. All the GLEW related warnings are fine. they comes because GLEW replaces deceleration of all the OpenGL functions from OpenGL32.dll to the Video Driver's API.

```
File Attachments
1) Total_Rebuild_Compiler_Messages.txt, downloaded 761 times
```

Subject: Re: What does these compiler messages means? and how to fix them?
Posted by navi on Tue, 03 Jul 2012 10:49:09 GMT
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```
File Attachments
1) Package organizer.PNG, downloaded 472 times
```

Subject: Re: What does these compiler messages means? and how to fix them?
Posted by koldo on Tue, 03 Jul 2012 10:57:12 GMT
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Hello Navi

Thank you for your report.

Other colleague has told me the same today in Linux.

I will update the package today.

Subject: Re: What does these compiler messages means? and how to fix them?
Posted by navi on Tue, 03 Jul 2012 11:16:38 GMT
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Thank you very much "koldo". Looking forward for the updated package.

where would we find the updated package?

in   http://code.google.com/p/upp-mirror/source/browse/#svn%2Ftru nk

or http://www.ultimatepp.org/www$uppweb$nightly$en-us.html

Subject: Re: What does these compiler messages means? and how to fix them?
Posted by koldo on Tue, 03 Jul 2012 14:59:45 GMT
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Hello Navi

I would do it from http://www.ultimatepp.org/www$uppweb$nightly$en-us.html (or directly from svn).

As there is a limit in size hosted by Google Code, after some time U++ downloads would have to be moved to U++ server.

Subject: Re: What does these compiler messages means? and how to fix them?
Posted by koldo on Thu, 05 Jul 2012 06:48:30 GMT
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Hello Navi

Packages are updated now. Could you try SysInfo_demo_console and SysInfo_demo_gui to see if you get the same messages?

In addition please tell me MinGW version.

Subject: Re: What does these compiler messages means? and how to fix them?

Posted by navi on Thu, 05 Jul 2012 08:45:44 GMT

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koldo wrote on Thu, 05 July 2012 08:48Hello Navi

Packages are updated now. Could you try SysInfo_demo_console and SysInfo_demo_gui to see if you get the same messages?

In addition please tell me MinGW version.

Thanks for updating the package koldo. I have tried clean compiling again with the new package but still getting those compiler messages. attached text file has the compiler messages.

My MinGW version is 4.6.2

File Attachments
1) compiler_txt.txt, downloaded 603 times

Subject: Re: What does these compiler messages means? and how to fix them?
Posted by koldo on Thu, 05 Jul 2012 11:01:04 GMT

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Hello Navi

My version is 4.6.1.

Please try to do super clean compiling of SysInfo_demo_console and SysInfo_demo_gui packages.

Subject: Re: What does these compiler messages means? and how to fix them?
Posted by navi on Thu, 05 Jul 2012 11:45:46 GMT

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Hi koldo,

I have clean "rebuild all" the Sysinfo_demo_gui and the Sysinfo_demo_console project from Bazaar. I got same "duplicate section" message for the Sysinfo_demo_gui project. but no such message for Sysinfo_demo_console. I have attached both set of compiler messages in the 7zip archive below.

Thanks & Regards
Navi

File Attachments
1) compiler_msgs.7z, downloaded 301 times

Subject: Re: What does these compiler messages means? and how to fix them?
Posted by koldo on Thu, 05 Jul 2012 13:50:23 GMT
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Hello Navi

7zip, Izarc and Winrar do not let me extract the files in compiler_msgs.7z. Could you pack them again?

In addition, could you compile Controls4U and some simple GUI example in U++?

Subject: Re: What does these compiler messages means? and how to fix them?
Posted by navi on Thu, 05 Jul 2012 14:48:27 GMT
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Hi koldo,

I have tried compiling Controls4u from Bazaar and it gives the exact same messages. I am starting to suspect this might be originating from "Esc" and "coff" packages. I have attached all the compiler message of all the package in this new attachment as zip.

Thanks & Regards
Navi

File Attachments
1) compiler_msgs3.zip, downloaded 309 times

Subject: Re: What does these compiler messages means? and how to fix them?
Posted by BioBytes on Wed, 11 Jul 2012 12:44:47 GMT
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Hello Navi,

Did you try to completely disable Blitz before building your project (see Build\Output mode in main IDE menu) ?

Regards

Biobytes

Subject: Re: What does these compiler messages means? and how to fix them?
Posted by navi on Wed, 11 Jul 2012 20:51:19 GMT
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BioBytes wrote on Wed, 11 July 2012 14:44Hello Navi,

Did you try to completely disable Blitz before building your project (see Build\Output mode in main IDE menu) ?

Regards

Biobytes

Hello BioBytes,

Yes I have tried completely disable Blitz and clean build the entire project. After a very long 15 min build The "duplicate section" popped up after finish linking exe. This time though it seems only the "coff" throwing the "duplicate section" messages. but no such messages for "Esc" packages.

Thanks & Regards
Navi

File Attachments
1) compiler_message_without_Blitz.txt, downloaded 340 times

Subject: Re: What does these compiler messages means? and how to fix them?
Posted by koldo on Thu, 12 Jul 2012 07:12:49 GMT
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Hello Navi

I know it is hard to do it but, could you simplify your project as much as possible, having a "dummy" main and removing packages while maintaining that error?

I think this error comes from latest gcc versions and it will happen probably in Linux too. However I have not seen "clear" documentation about the reasons and how to solve it.

Subject: Re: What does these compiler messages means? and how to fix them?
Posted by ionlyeatsalads on Fri, 27 Jul 2012 07:48:41 GMT
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koldo,
what are the dependencies this u++ has?
ionlyeatsalads

Subject: Re: What does these compiler messages means? and how to fix them?
Posted by koldo on Sun, 29 Jul 2012 21:27:38 GMT

Sorry Ion

What do you mean?