
Subject: [BUG] umk/theide: GCC always building for sse2

Posted by [steffen](#) on Tue, 24 Jun 2014 14:13:33 GMT

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Hi,

I recently rebuild umk on my release system to make use of the COMMON_CPP_OPTIONS macro to build with c++11 options.

After that my application stopped working on my embedded targets, which have older VIA C3 processors that doesn't have a full instruction set, so I build for i486 targets with GCC.

I have traced the problem to rev. 7311 in GccBuilder.icpp line 79:

```
if(HasFlag("SSE2") || !HasFlag("CLANG"))  
    cc << " -msse2 -mfpmath=sse";
```

If CLANG is not set it will always build for sse2, and that causes the application to segfault on my old targets.

The segfault occurs very early during constructor initialization, so no error handling is in place yet.

I guess that CLANG is for the LLVM compiler or should I use it on my project?

Until now I have build with "GUI,MT,X11".

Regards,
Steffen

Subject: Re: [BUG] umk/theide: GCC always building for sse2

Posted by [mirek](#) on Fri, 11 Jul 2014 10:04:32 GMT

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Ops, sorry, now fixed.
