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Subject: Regulary Crash on MSC12x64  
Posted by [Sakumi](#) on Mon, 21 Sep 2015 12:11:13 GMT  
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Hi,

I just started with your IDE and worked on 1-Liner sample code and checked different compilers resp. runtimes (CYGWIN32/64:MSYS2-MINGW32/64: MSC11-14(32/64bit). When I switched to the MSC12x64bit and shared dlls the crash nightmare started. 32/64bit on GCC is working fine and also for the MSCxx 32 bit. Unfortuntaely I am not able to switch it again without a crash. I need a reinstall probably. Beside that I have a Sample@MyApps.cfg file of 2.8 GB all loaded into RAM after start.

I am working with the latest release here (8227 64bit) and run a Win7-64bit machine with 32GB RAM. Crashdumps attached with my compiler configuritation. Would be nice when someone might help here so that I can go on with my evaluation.

Would be great if someone might give me some feedback on my compiler and Linker option settings.

Cheers  
Stephan

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#### File Attachments

1) [20150921-theide.exe.crashdumps.7z](#), downloaded 370 times

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Subject: Re: Regulary Crash on MSC12x64  
Posted by [mirek](#) on Mon, 21 Sep 2015 14:17:37 GMT  
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Hi,

"shared dlls": do you mean "Used shared lib" option in build mode?

Other than that, 2.7G for .cfg file is a lot - it likely is the issue. Delete it :) You can safely delete the whole cfg folder content, these are cache files and some per project configs, but nothing that could not be restored easily.

Other than that, it looks like you have hit on some issue with 'old' C++ parsing machinery (for 'intellisense' and code navigation). Currently, we are month or two before releasing new version which has this part completely refactored, so it would be now pointless to fix older release.

Right now, I would recommend trying nightly build instead ([http://www.ultimatepp.org/www\\$upweb\\$nightly\\$en-us.html](http://www.ultimatepp.org/www$upweb$nightly$en-us.html)). Except occasional hiccup, it usually

tends to be better choice, especially at this 'prerelease' times.

Also, it is definitely worth going for VS2015. It is the first Microsoft compiler that is compliant enough to activate C++11 features in U++. Right now, automated setup is not finished yet, but you can easily do it by putting .bm files to theide.exe folder ([http://www.ultimatepp.org/forums/index.php?t=msg&th=9377 &start=0](http://www.ultimatepp.org/forums/index.php?t=msg&th=9377&start=0)).

Mirek

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Subject: Re: Regulary Crash on MSC12x64  
Posted by [Sakumi](#) on Mon, 21 Sep 2015 16:41:56 GMT  
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Hello,

many thanks for your feedback. The switch to the shared dll stuff was playing around with the ui. Anyway I have deleted the huge cfg file and after restart made my settings:

1. Switched back to static libs
2. Changed exe directory to reference the required: mspft120.dll
3. Made MSC11 -> SDK7.1A
4. Made MSC12 -> SDK8.1
5. Made MSC14 -> SDK10 / 8.1
6. clang-3.7 32/64bit in work

So, everything works now. Anyway, maybe worth to trace that weird behavior...

Thanks

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Subject: Re: Regulary Crash on MSC12x64  
Posted by [mirek](#) on Tue, 22 Sep 2015 20:43:24 GMT  
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Sakumi wrote on Mon, 21 September 2015 18:41Hello,  
6. clang-3.7 32/64bit in work

Hm, this one is interesting. In what mode are you using clang on windows?

Mirek

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Subject: Re: Regulary Crash on MSC12x64  
Posted by [Sakumi](#) on Wed, 23 Sep 2015 15:19:42 GMT  
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MINGW32 / MINGW64

clang version 3.7.0

Targets:

1. i686-w64-windows-gnu
2. x86\_64-w64-windows-gnu

works all like a smooth so far

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Subject: Re: Regulary Crash on MSC12x64

Posted by [mirek](#) on Wed, 23 Sep 2015 18:40:30 GMT

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I was considering to try it, but never had time to compile it myself.

Can this be downloaded somewhere?

Mirek

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Subject: Re: Regulary Crash on MSC12x64

Posted by [Sakumi](#) on Wed, 23 Sep 2015 19:47:27 GMT

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<http://sourceforge.net/p/msys2/wiki/Home/>

I use the MSYS2 distros (successor of msys), they combine mingw and msys and overcome IMO the annoying things from the past.

Beside they are more state of the art than cygwin when considering component version, i.e. i work already with the latest GCC Release 5.2.x which is not yet available in cygwin beside my own gcc build which I build with cygwin for the GCC 5.2.x sources.

So i tried GCC cygwin 32/64 (GCC 5.2 my own build), mingw32/64 (GCC 5.2.x), msc11-14 and CLang32/64 (3.7) and all worked so far with U++ for me.

Anyway I did no intensive testing...so only a trend

The huge component distros can be found here:

Msys2

<https://github.com/Alexpux/MSYS2-packages>

Mingw 32/64

<https://github.com/Alexpux/MINGW-packages>

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Here is also the MS effort for clang comp. frontend:

<https://github.com/Microsoft/clang>

<https://github.com/Microsoft/llvm>

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Beside that I am planning to try U++ with cross-compiler toolchains (Android NDK and regular Linux). Any experience or guides here available?

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