

U++ - Bug #675

Problem in linker command on linux

02/03/2014 08:29 PM - Massimo Del Fedele

Status:	Approved	Start date:	02/03/2014
Priority:	High	Due date:	
Assignee:	Miroslav Fidler	% Done:	100%
Category:	IDE	Estimated time:	0.00 hour
Target version:		Spent time:	0.00 hour

Description

In a big project, using many dynamic libraries, I've got a linker problem of "undefined symbol" for symbols inside dynamic .so libraries. I double checked, and symbols are there.

So I tried to replicate the issue by command line. IDE linker command is:

```
@
-o
"/home/massimo/sources/upp-svn/out/UppCad/GCC.Debug.Debug_Full.Gui.Mt.Noblitz.Nogtk.Shared/UppCad"
-ggdb
-L"/usr/X11R6/lib"
-L"/usr/local/lib/ocf"
-Wl,-O,2
```

<object files>

-Wl,--start-group

<packages static libs>

<dynamic libs>

-Wl,--end-group

```
@
```

notice the --start-group and --end-group enclosing both static and shared libraries.

The manual command gave same error as theide one.

Moving the --end-group at end of static libs (GCC manual states that it's only used for static objects, not shared ones...):

```
@
-o
"/home/massimo/sources/upp-svn/out/UppCad/GCC.Debug.Debug_Full.Gui.Mt.Noblitz.Nogtk.Shared/UppCad"
-ggdb
-L"/usr/X11R6/lib"
-L"/usr/local/lib/ocf"
-Wl,-O,2
```

<object files>

-Wl,--start-group

<packages static libs>

-Wl,--end-group

<dynamic libs>

@

The undefined symbols disappear.

I'm writing a patch for theide; Mirek please tell me if it's ok if I apply it.

History

#1 - 02/03/2014 09:04 PM - Massimo Del Fedele

- Status changed from *In Progress* to *Patch ready*

I patched theide and now it's ok.

BTW, I had the same problem building theide itself.... I guess it's some GCC recent update.

With the patch theide (and my app) are building ok.

#2 - 02/04/2014 07:32 PM - Miroslav Fidler

- Assignee changed from *Miroslav Fidler* to *Massimo Del Fedele*

I am confused here.. What have you patched? :) (Any files in ide?)

#3 - 02/04/2014 08:04 PM - Massimo Del Fedele

- Assignee changed from *Massimo Del Fedele* to *Miroslav Fidler*

Yes, but still not committed. If you mean I'll do it right now.

#4 - 02/04/2014 11:29 PM - Massimo Del Fedele

- Status changed from *Patch ready* to *Ready for QA*

- % Done changed from 0 to 100

Well, updated.... anyways I tested it with some builds and seems all ok.

#5 - 02/05/2014 07:17 PM - Miroslav Fidler

- Status changed from *Ready for QA* to *Approved*