U++ - Bug #700
Problem with CLANG and PainterExamples

02/26/2014 11:09 AM - Miroslav Fidler

Status:	Approved		Start date:	02/26/2014
Priority:	Normal		Due date:	
Assignee:			% Done:	0%
Category:			Estimated time:	0.00 hour
Target version:			Spent time:	0.00 hour

Description

Second, I tried to compile examples/PainterExamples. Everything else compiled well, but the main package (PainterExamples) makes CLANG crash severely on almost every file. I assume, there is some special C++ feature used in those examples that CLANG just can't handle, but I can't figure out what really happens behind the scenes.

History

#1 - 02/26/2014 09:05 PM - Jan Dolinár

Interestingly, it works for me (on 32bit Archlinux) with the same clang version:

    $ clang --version
    clang version 3.4 (tags/RELEASE_34/final)
    Target: i386-pc-linux-gnu
    Thread model: posix

#2 - 02/27/2014 02:46 PM - Miroslav Fidler

I believe that the issue will be BLITZ....

#3 - 04/28/2014 02:36 PM - Miroslav Fidler

- Status changed from New to Approved

The problem found to be the size of .iml file (that is perhaps why later versions work OK). Now fixed (by reducing the image size).