Subject: Upp links every time and takes minutes
Posted by NilaT on Mon, 21 Oct 2013 07:20:57 GMT
View Forum Message <> Reply to Message

Hi everybody...

We have a huge problem since some time, and don't know how to solve this. It's getting really annoying right now so I thought I ask in the forum.

We're using Upp version 5485 with compiler from Visual Studio 10 and really EVERY time we compile we get the following:

xxx: 1 file(s) built in (0:24.53), 24539 msecs / file, duration = 24866 msecs, parallelization 0%
Linking...
LINK : C:\xxx.exe wurde nicht gefunden oder beim letzten inkrementellen Linkvorgang nicht erstellt; vollständiger Link wird dur
chgeführt.
C:\xxx.exe (36285440 B) linked in (4:52.26)

I renamed the projekt file name to xxx because of privacy.
I hope you get the errors, even if they're in german, or should I translate them in english?
It says something like "file not found or not created on last incremental linking; full link will be done."
And then you see, it takes almost 5 minutes just do link!

This is inacceptable, I hope you guys can help us.
Thanks in advance and best wishes.

Subject: Re: Upp links every time and takes minutes
Posted by nlneilson on Mon, 21 Oct 2013 09:16:01 GMT
View Forum Message <> Reply to Message

Try several of the apps that comes with the Upp download and see if you have the same problem and the time it takes for each.

I have not run into the same problem you are having.
If it is a problem with your setup or code it would be hard and unreasonable to correct in the core Upp code.

Can you write code for a short app and post it that shows the problem you are having?

Subject: Re: Upp links every time and takes minutes
Posted by NilaT on Mon, 21 Oct 2013 10:12:25 GMT

Hi and thanks for your reply.
Well, I have the same issue on the upp provided apps, but they link much faster than our program.
I think the main reason for this is the application size (we have thousands of files and lines).
Here are some outputs:

examples\Puzzle
----- CtrlLib (GUI MSC10 DEBUG DEBUG_FULL BLITZ WIN32 MSC) (1 / 9)
----- CtrlCore (GUI MSC10 DEBUG DEBUG_FULL BLITZ WIN32 MSC) (2 / 9)
----- Draw (GUI MSC10 DEBUG DEBUG_FULL BLITZ WIN32 MSC) (3 / 9)
----- plugin/bmp (GUI MSC10 DEBUG DEBUG_FULL BLITZ WIN32 MSC) (4 / 9)
----- RichText (GUI MSC10 DEBUG DEBUG_FULL BLITZ WIN32 MSC) (5 / 9)
----- Core (GUI MSC10 DEBUG DEBUG_FULL BLITZ WIN32 MSC) (6 / 9)
----- plugin/z (GUI MSC10 DEBUG DEBUG_FULL BLITZ WIN32 MSC) (7 / 9)
----- plugin/png (GUI MSC10 DEBUG DEBUG_FULL BLITZ WIN32 MSC) (8 / 9)
----- Puzzle (GUI MAIN MSC10 DEBUG DEBUG_FULL BLITZ WIN32 MSC) (9 / 9)
Puzzle.cpp
Puzzle: 1 file(s) built in (0:01.88), 1887 msecs / file, duration = 1887 msecs, parallelization 0%
Linking...
LINK : C:\Work\GastroV2\devel\Output\MSC10.Debug.Debug_Full.Gui\Puzzle.exe wurde nicht gefunden oder beim letzten inkrementellen Linkvorgang nicht erstellt; vollständiger Link wird durchgeführt.
C:\Work\GastroV2\devel\Output\MSC10.Debug.Debug_Full.Gui\Puzzle.exe (4397568 B) linked in (0:03.02)

OK. (0:03.12)

examples\wc
----- Core (MSC10 DEBUG DEBUG_FULL BLITZ WIN32 MSC) (1 / 3)
----- plugin/z (MSC10 DEBUG DEBUG_FULL BLITZ WIN32 MSC) (2 / 3)
----- wc (MAIN MSC10 DEBUG DEBUG_FULL BLITZ WIN32 MSC) (3 / 3)
wc.cpp
C:\Program Files\upp2\examples\wc\wc.cpp(11) : warning C4101: 'n': Unreferenzierte lokale Variable
wc: 1 file(s) built in (0:01.15), 1154 msecs / file, duration = 1154 msecs, parallelization 0%
Linking...
LINK : C:\Work\GastroV2\devel\Output\MSC10.Debug.Debug_Full\wc.exe wurde nicht gefunden oder beim letzten inkrementellen Linkvorgang nicht erstellt; vollständiger Link wird durchgeführt.
C:\Work\GastroV2\devel\Output\MSC10.Debug.Debug_Full\wc.exe (1550848 B) linked in (0:01.68)

OK. (0:01.74)

tutorial\Gui19
----- CtrlLib (GUI MSC10 DEBUG DEBUG_FULL BLITZ WIN32 MSC) (1 / 9)
----- CtrlCore (GUI MSC10 DEBUG DEBUG_FULL BLITZ WIN32 MSC) (2 / 9)
----- Draw (GUI MSC10 DEBUG DEBUG_FULL BLITZ WIN32 MSC) (3 / 9)

----- plugin/bmp (GUI MSC10 DEBUG DEBUG_FULL BLITZ WIN32 MSC) (4 / 9)
----- RichText (GUI MSC10 DEBUG DEBUG_FULL BLITZ WIN32 MSC) (5 / 9)
----- Core (GUI MSC10 DEBUG DEBUG_FULL BLITZ WIN32 MSC) (6 / 9)
----- plugin/z (GUI MSC10 DEBUG DEBUG_FULL BLITZ WIN32 MSC) (7 / 9)
----- plugin/png (GUI MSC10 DEBUG DEBUG_FULL BLITZ WIN32 MSC) (8 / 9)
----- Gui19 (GUI MAIN MSC10 DEBUG DEBUG_FULL BLITZ WIN32 MSC) (9 / 9)
main.cpp
Gui19: 1 file(s) built in (0:01.98), 1981 msecs / file, duration = 1981 msecs, parallelization 0%
Linking...
LINK : C:\Work\GastroV2\devel\Output\MSC10.Debug.Debug_Full.Gui\Gui19.exe wurde nicht gefunden oder beim letzten inkrementellen Linkvorgang nicht erstellt; vollständiger Link wird durchgeführt.
C:\Work\GastroV2\devel\Output\MSC10.Debug.Debug_Full.Gui\Gui19.exe (4368896 B) linked in (0:03.26)

OK. (0:03.37)

Hope that helps?

Subject: Re: Upp links every time and takes minutes
Posted by NilaT on Wed, 23 Oct 2013 09:22:50 GMT
View Forum Message <> Reply to Message

Okay, I recognized that it doesn't link EVERY time, but almost...

Here an update from right now:

xxx: 63 file(s) built in (0:55.70), 884 msecs / file, duration = 57471 msecs, parallelization 62%
Linking...
LINK : C:\xxx.exe wurde nicht gefunden oder beim letzten inkrementellen Linkvorgang nicht erstellt; vollständiger Link wird dur
 chgeführt.
C:\xxx.exe (36297216 B) linked in (6:44.66)

OK. (6:52.85)

Subject: Re: Upp links every time and takes minutes
Posted by mirek on Thu, 21 Nov 2013 14:44:13 GMT
View Forum Message <> Reply to Message

NilaT wrote on Wed, 23 October 2013 05:22Okay, I recognized that it doesn't link EVERY time, but almost...

Here an update from right now:

xxx: 63 file(s) built in (0:55.70), 884 msecs / file, duration = 57471 msecs, parallelization 62%
Linking...
LINK : C:\xxx.exe wurde nicht gefunden oder beim letzten inkrementellen Linkvorgang nicht erstellt; vollständiger Link wird dur
chgeführt.
C:\xxx.exe (36297216 B) linked in (6:44.66)

OK. (6:52.85)

Hi,

first of all, this is non-critical error, rather warning.

What it really means is that incremental linking (which is supposed to speed-up link process) has failed to recognize the previous status of linking in .exe and/or .ilk files. Something made incremental linking "out-of-sync".

I guess that today, especially with SSD drives, the speed-up is mostly irrelevant. However, if you really want to get rid of it, you can try to delete target .exe and .ilk (linker will rebuild it then).

Mirek

Subject: Re: Upp links every time and takes minutes
Posted by Shire on Thu, 26 Dec 2013 06:40:07 GMT
View Forum Message <> Reply to Message

I mean this is because target file timestamp changed.

NilaT, for better search matching you can turn your compiler messages locale to english, like here.

Subject: Re: Upp links every time and takes minutes
Posted by bushman on Thu, 30 Jan 2014 18:55:06 GMT
View Forum Message <> Reply to Message

I was having the same issue, I deleted both the .exe and the .ilk files and linking got back into synchrony again. It works fine for me.

tks.
