Subject: uld with MingW-w64
Posted by yrnkrn on Sun, 21 Sep 2014 05:09:47 GMT
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Hi,

I am trying to use uld.exe as a faster linker for MingW-w64 4.9.1, dwarf exceptions, 32 bit. I built the latest release, 1.2.21 and tried to link a simple hello_world.c. First, there was a symbol __set_invalid_parameter_handler missing which I faked with:

void _set_invalid_parameter_handler() { }

Then, the program linked ok (and very fast), but the resulting exe did nothing. Loading under gdb it crashed.

How to make uld work?

Yaron

Subject: Re: uld with MingW-w64
Posted by mirek on Sun, 21 Sep 2014 15:45:00 GMT
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yrnkrn wrote on Sun, 21 September 2014 07:09Hi,

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How to make uld work?

Yaron

I am sorry, but uld is not maintained any more. MINGW linker got faster a couple of years ago and, more importantly, Windows SDK with C++ compiler included became free. I forgot to remove it from 'canonical' 'uppsrc', but is is moved now.

Of course, would you like to work on uld, you are welcome, it is open-source after all

Mirek