

## Audacious - Bug #256

### No 64-bit stat in 32-bit build

February 20, 2013 02:56 - Michael Schwendt

<b>Status:</b>	Closed	<b>Start date:</b>	February 20, 2013
<b>Priority:</b>	Minor	<b>Due date:</b>	
<b>Assignee:</b>		<b>% Done:</b>	100%
<b>Category:</b>		<b>Estimated time:</b>	0.00 hour
<b>Target version:</b>	3.4		
<b>Affects version:</b>	3.4-alpha1		

#### Description

After having read the following thread "64-bit stat (or not) in 32-bit Fedora binaries" - <http://lists.fedoraproject.org/pipermail/devel/2013-February/178821.html> - I've examined the 32-bit build of Audacious:

```
$ nm -uD audacious |grep xstat
      U __xstat
```

Apparently, it didn't build with the large file stat(). For the AC\_SYS\_LARGEFILE configure check, the build log said:

```
checking for special C compiler options needed for large files... no
checking for _FILE_OFFSET_BITS value needed for large files... 64
```

It stored the result in config.h instead of adding it to the compiler command-line. I've tracked down the files that call stat(), and they include config.h after sys/stat.h. Changing the order fixes the build:

```
$ nm -uD usr/bin/audacious |grep xstat
      U __xstat64
```

```
$ grep sys/stat * -R|grep ^src
src/libaudcore/vfs.c:#include <sys/stat.h>
src/audacious/main.c:#include <sys/stat.h>
src/audacious/adder.c:#include <sys/stat.h>
src/audacious/pluginenum.c:#include <sys/stat.h>
```

#### History

##### #1 - March 09, 2013 21:49 - John Lindgren

- Status changed from New to Closed
- Target version set to 3.4
- % Done changed from 0 to 100

<https://github.com/audacious-media-player/audacious/commit/87efc0902226b1b15486f6cfbdbc45ba4fa790ce>  
<https://github.com/audacious-media-player/audacious-plugins/commit/85b385ad5c609ab55cf935babe422e438a6af6e2>

#### Files

audacious-3.4-alpha1-stat64.patch

1.68 KB February 20, 2013

Michael Schwendt