

## Audacious - Bug #382

### Audacious uses strlen(), which it may not be available.

December 30, 2013 23:42 - Carlo Bramini

<b>Status:</b>	Closed	<b>Start date:</b>	December 30, 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>	3.5		
<b>Affects version:</b>	3.5		
<b>Description</b>			
The latest sources from repository do not compile on Windows. It breaks with these errors:			
audstrings.lib.o: In function `str_decode_percent': C:\MinGW\msys\1.0\home\Claudio\audacious\src\libaudcore\audstrings.c:222: undefined reference to `strlen' audstrings.lib.o: In function `str_encode_percent': C:\MinGW\msys\1.0\home\Claudio\audacious\src\libaudcore\audstrings.c:259: undefined reference to `strlen' audstrings.lib.o: In function `str_to_double': C:\MinGW\msys\1.0\home\Claudio\audacious\src\libaudcore\audstrings.c:663: undefined reference to `strlen' charset.lib.o: In function `str_convert': C:\MinGW\msys\1.0\home\Claudio\audacious\src\libaudcore\charset.c:37: undefined reference to `libiconv_open' C:\MinGW\msys\1.0\home\Claudio\audacious\src\libaudcore\charset.c:56: undefined reference to `libiconv' C:\MinGW\msys\1.0\home\Claudio\audacious\src\libaudcore\charset.c:62: undefined reference to `libiconv_close' strpool.lib.o: In function `str_nget': C:\MinGW\msys\1.0\home\Claudio\audacious\src\libaudcore\strpool.c:248: undefined reference to `strlen' collect2.exe: error: ld returned 1 exit status Failed to link libaudcore.dll!			
The sources are using the "strlen" function, but it is not available on all systems. It also fails with errors on libiconv: I hacked the makefile by adding -liconv to \$LIBS, but perhaps it should be handled by the configure script in the proper way.			

### History

#### #1 - December 31, 2013 07:49 - John Lindgren

- Subject changed from Audacious uses strlen(), which it may not be available. to Audacious uses strlen(), which it may not be available.
- Affects version 3.5 added
- Affects version deleted (3.4.3)

I'm aware that the master branch is currently broken on Windows (for various reasons), and I plan to fix it before the first alpha release.

#### #2 - December 31, 2013 10:26 - Carlo Bramini

Thank you very much.

For information, the build process on Windows is also affected by other issues, besides the absence of strlen() into libaudcore and into libaudtag:

```
util.c: In function 'cut_beginning_tag':  
util.c:34:51: error: 'SEEK_SET' undeclared (first use in this function)  
    if (vfs_fseek (handle, offset + tag_size, SEEK_SET))  
        ^
```

util.c:34:51: note: each undeclared identifier is reported only once for each function it appears in  
Failed to compile util.c (lib)!

```
adder.o: In function `add_folder':  
C:\MinGW\msys\1.0\home\Claudio\audacious\src\audacious\adder.c:291: undefined reference to `lstat'  
fft.o: In function `generate_tables':  
C:\MinGW\msys\1.0\home\Claudio\audacious\src\audacious\fft.c:57: undefined reference to `cexpf'
```

```
fft.o: In function `calc_freq':  
C:\MinGW\msys\1.0\home\Claudio\audacious\src\audacious/fft.c:114: undefined reference to `cabsf'  
C:\MinGW\msys\1.0\home\Claudio\audacious\src\audacious/fft.c:117: undefined reference to `cabsf'  
collect2.exe: error: ld returned 1 exit status  
Failed to link audacious.exe!
```

I resolved the first one easily, by just adding:

```
#include <stdio.h>
```

on top of util.c

The second one may require something else, I solved it by changing the used functions, for example, cabsf() to cabs(), but I'm not sure if it is the correct way to do it.

### **#3 - January 06, 2014 05:04 - John Lindgren**

Fixed:

<https://github.com/audacious-media-player/audacious/commit/f8fa236e620fa41120c821261d9bf571839c233e>

<https://github.com/audacious-media-player/audacious-plugins/commit/a8a47f2122e661ddce8c6258391791ea5ca9b770>

I have never had trouble with cabsf or cexpf in MinGW, so I'm not sure what's going on there.

### **#4 - January 06, 2014 05:05 - John Lindgren**

- *Status changed from New to Closed*

- *Target version set to 3.5*

- *% Done changed from 0 to 100*