

Audacious - Bug #129

audacious-plugins can't be compiled without compiler optimizations (-O1 / -O2)

June 16, 2012 00:42 - Thomas Lange

Status:	Closed	Start date:	June 16, 2012
Priority:	Major	Due date:	
Assignee:		% Done:	100%
Category:		Estimated time:	0.00 hour
Target version:	3.3		
Affects version:	3.3		

Description

I've noticed today that various audacious plugins fail to compile because NULL is undeclared.
Strangely this is only the case if you disable compiler optimizations.

An example is this error message:

```
voice_removal.c:58:1: error: 'NULL' undeclared here (not in a function)
Failed to compile voice_removal.c (plugin)!
make5: * [voice_removal.plugin.o] Error 1
make4: [all] Error 2
make3: [subdirs] Error 2
make2: [all] Error 2
make1: [subdirs] Error 2
make: * [all] Error 2
```

Is it better to include <stddef.h> for every failing plugin
or is it possible to define NULL in config.h?

History

#1 - June 16, 2012 01:02 - Thomas Lange

3.2.3 also fails to compile without -O2:

```
sndstretch.plugin.o: In function `ringcopy':
sndstretch.c:(.text+0x272): undefined reference to `ringpos'
sndstretch.c:(.text+0x287): undefined reference to `ringpos'
sndstretch.plugin.o: In function `ringload_IIR_1_div_e_echo_d':
sndstretch.c:(.text+0x2cc): undefined reference to `ringpos'
sndstretch.plugin.o: In function `ringload_IIR_1_div_e_echo_i':
sndstretch.c:(.text+0x3ac): undefined reference to `ringpos'
sndstretch.plugin.o: In function `ringload_IIR_1_div_e_echo_i_vc':
sndstretch.c:(.text+0x47c): undefined reference to `ringpos'
sndstretch.plugin.o:sndstretch.c:(.text+0x679): more undefined references to `ringpos' follow
collect2: error: ld returned 1 exit status
Failed to link sndstretch.so!
make5: * [sndstretch.so] Error 1
make4: [all] Error 2
make3: [subdirs] Error 1
make2: [all] Error 2
make1: [subdirs] Error 1
make: * [all] Error 2
```

#2 - June 16, 2012 02:01 - Thomas Lange

- *File stddef.patch added*

This patch solves the problem with 3.3.

#3 - June 16, 2012 02:50 - John Lindgren

- *Status changed from New to Closed*

- *% Done changed from 0 to 100*

These are two separate issues, so they really should have been given separate reports.

I've defined NULL in libaudcore/core.h, where we also define some values like TRUE and FALSE:
<https://github.com/audacious-media-player/audacious/commit/3e4850dd91ff2236a444649e9e6aa583bf2b3768>

The sndstretch error turns out to be a violation of a fine point in the C99 standard, which I've also fixed:
<https://github.com/audacious-media-player/audacious-plugins/commit/448248b86ff79fec7ae5771cd9462dbc23d4fa7f>

Files

stddef.patch	1.73 KB	June 16, 2012	Thomas Lange
--------------	---------	---------------	--------------