

## CrystaX NDK - Bug #1457

### mclinker build error

07/29/2016 12:56 PM - Marc Marí

<b>Status:</b>	Closed	<b>Start date:</b>	07/29/2016
<b>Priority:</b>	Normal	<b>Due date:</b>	
<b>Assignee:</b>	Alexander Zhukov	<b>% Done:</b>	100%
<b>Category:</b>	toolchain	<b>Estimated time:</b>	0.00 hour
<b>Target version:</b>	11.0.0	<b>Android version:</b>	
<b>CPU Architecture:</b>		<b>CrystaX Version:</b>	
<b>Host OS:</b>	Linux		
<b>Toolchain:</b>	clang-3.5		

**Description**

When compiling the mclinker for llvm-3.5, ScriptScanner.cc (generated previously with flex) fails to compile. This doesn't happen with llvm-3.6.

I have flex version 2.6.0 on a Fedora 23 with Linux 4.5.7

I solved this error by copying /usr/include/FlexLexer.h to crystax/toolchain/mclinker/include/mcld/Script/FlexLexer.h

I attach the full build log.

(From [<https://groups.google.com/forum/#!topic/crystax-ndk/O62nc9Kaz5w>])

### History

#### #1 - 07/29/2016 12:59 PM - Dmitry Moskalchuk

- Category set to toolchain
- Assignee set to Dmitry Moskalchuk
- Target version set to 11.0.0

#### #2 - 07/29/2016 01:27 PM - Dmitry Moskalchuk

Hmm... I don't see build.log attached. Do you miss one? Please attach it again. Please note that only .zip/gz/bz2 are accepted as an attachments.

#### #3 - 07/29/2016 01:51 PM - Marc Marí

- File build\_clang.log added

Full build.log in bz2 is 2.7MB, and I get "Request entity too large" when trying to upload. I didn't see it before.

I upload the build.log only for the full llvm-3.5 (including the mclinker). Hope it is enough.

#### #4 - 07/29/2016 03:15 PM - Dmitry Moskalchuk

- Assignee changed from Dmitry Moskalchuk to Alexander Zhukov

#### #5 - 07/30/2016 12:58 AM - Alexander Zhukov

- Status changed from Open to Waiting for feedback

It seems to me that you are using an outdated NDK ;)  
Crystax NDK 10.3.1 (latest release) does not support neither llvm-3.5 nor mclinker.

As far as I remember mclinker was supposed to be built by only one llvm compiler and then it could be used by all llvm version.

I do not know why Google started to use mclinker and why stopped to use it (r11c do not include mclinker).

If you do know some serious reasons why mclinker should be included into NDK, please, do not hesitate to share your knowledge with us :)

**#6 - 07/31/2016 08:23 PM - Marc Mari**

Then, the issue is related to this other bug: <https://tracker.crystax.net/issues/1443>.

I used the script directly, and I didn't check which version I was using.

Thanks!

**#7 - 08/01/2016 12:06 PM - Dmitry Moskalchuk**

- *Status changed from Waiting for feedback to Closed*

- *% Done changed from 0 to 100*

Closing this ticket since [#1443](#) is closed now. If something goes wrong, please feel free to file new ticket or reopen this one.

**Files**

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build_clang.log	307 KB	07/29/2016	Marc Mari
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