

CrystaX NDK - Bug #221

test-iostream hangs on armeabi emulator under Windows and Mac OS X if built with GCC 4.7

02/22/2013 05:26 PM - Alexander Zhukov

Status: Duplicated	Start date: 02/22/2013
Priority: Low	Due date:
Assignee:	% Done: 100%
Category:	Estimated time: 0.00 hour
Target version:	
CPU Architecture:	Android version:
Host OS:	CrystaX Version:
Toolchain:	

Description

Research where it hangs.
And why.
And how it can be fixed.

History

#1 - 10/03/2014 09:33 PM - Dmitry Moskalchuk

- Status changed from Open to Duplicated

- % Done changed from 0 to 100

Duplicate of [#278](#)