

Audacious - OLD, PLEASE USE GITHUB DISCUSSIONS/ISSUES - Bug #129

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

June 16, 2012 00:42 - Thomas Lange

<b>Status:</b>	Closed	<b>Start date:</b>	June 16, 2012
<b>Priority:</b>	Major	<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>	3.3		
<b>Affects version:</b>	3.3		
<b>Description</b>			
<p>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.</p> <p>An example is this error message:</p> <pre>voice_removal.c:58:1: error: 'NULL' undeclared here (not in a function) Failed to compile voice_removal.c (plugin)! make<sup>5</sup>: * [voice_removal.plugin.o] Error 1 make<sup>4</sup>: [all] Error 2 make<sup>3</sup>: [subdirs] Error 2 make<sup>2</sup>: [all] Error 2 make<sup>1</sup>: [subdirs] Error 2 make: * [all] Error 2</pre> <p>Is it better to include &lt;stddef.h&gt; for every failing plugin or is it possible to define NULL in config.h?</p>			

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**

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stddef.patch	1.73 KB	June 16, 2012	Thomas Lange
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