

Package Details: mingw-w64-gcc 8.3.0-3

Git Clone URL: https://aur.archlinux.org/mingw-w64-gcc.git (read-only)

Package Base: mingw-w64-gcc

Description: Cross GCC for the MinGW-w64 cross-compiler

Upstream URL: http://gcc.gnu.org

Licenses: GPL, custom, LGPL, FDL

Groups: mingw-w64, mingw-w64-toolchain

Provides: mingw-w64-gcc-base

Submitter: Barthalion

Maintainer: xantares

Last Packager: xantares

Popularity: 0.945193

32

Votes:

First Submitted: 2018-01-07 17:33

Package Actions

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2019-03-06 09:30 Last Updated:

Dependencies (7)

mingw-w64-binutils (mingw-w64-binutils-bin)

mingw-w64-crt (mingw-w64-crt-bin, mingw-w64-crt-git)

mingw-w64-headers (mingw-w64-headers-bin, mingw-w64-headers-git)

mingw-w64-winpthreads (mingw-w64-winpthreads-bin, mingw-w64-

zlib (zlib-asm, zlib-static, zlib-git) winpthreads-git)

gcc-ada (gcc-ada-multilib-x32, gcc-ada-git) (make)

Required by (187)

carla-bridges-win32-git (*make*) carla-bridges-win64-git (*make*) carla-bridges (make)

cxx (optional)

d9vk-mingw-git (make) dxvk-legacy-git (make)

dxvk-mingw-git (make)

dxvk-win32-git (make) dxvk-win64-git (make)

audio-wrappers-win32-git (make)

mingw-w64-angleproject-samples (make) audio-wrappers-win64-git (make) mingw-w64-angleproject (make)

mingw-w64-asmjit (*make*) mingw-w64-aom (make) mingw-w64-ann (make)

mingw-w64-aspell (*make*) mingw-w64-async++-git mingw-w64-atk (make)

mingw-w64-blas

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Sources (5)

gcc9-pr88568-2.patch bz86593.patch

http://isl.gforge.inria.fr/isl-0.20.tar.bz2

https://ftp.gnu.org/gnu/gcc/gcc-8.3.0/gcc-8.3.0.tar.xz

https://ftp.gnu.org/gnu/gcc/gcc-8.3.0/gcc-8.3.0.tar.xz.sig

Pinned Comments

xantares commented on 2018-03-07 17:54

To install this package from source I recommend to use:

aurman -S --noedit --solution_way --pgp_fetch mingw-w64-gcc

For a binary install I recommend to use Martchus ownstuff repo:

https://wiki.archlinux.org/index.php/unofficial_user_repositories#ownstuff

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Martchus commented on 2019-03-06 09:51

Thanks for fixing this so quickly:-)

Martchus commented on 2019-03-06 09:23

Seems like the patching the testsuite file doesn't work:

```
patching file gcc/testsuite/g++.dg/pr86593.C
rm: cannot remove 'gcc/testsuite/g++.dg/other/pr88568.C': No such file or directory
                                                                                Hunk #1 succeeded at 14310 (offset 6 lines).
Hunk #2 succeeded at 20578 (offset 85 lines).
                                                                                                                                                                                                                                                                   ERROR: A failure occurred in prepare().
                                         patching file gcc/dwarf2out.c
==> Starting prepare()...
```

mkoloberdin commented on 2019-03-05 20:10

gcc9-pr88568-2.patch from https://gcc.gnu.org/bugzilla/show_bug.cgi?id=88568 fixes the issue.

mkoloberdin commented on 2019-03-05 18:50

mingw-w64-gcc 8.3.0-2, when trying to compile mingw-w64-boost 1.69.0-2:

```
libs/log/src/spirit_encoding.hpp:56:18: internal compiler error: in make_rtl_for_nonlocal_dec
((char_type, char_))\
                                                                                                                                              from ./boost/preprocessor/iteration/iterate.hpp:17,
                                                                                                                                                                                                                                                                                     from libs/log/src/setup/init_from_settings.cpp:43:
                                                   from ./boost/preprocessor/array/data.hpp:16,
In file included from ./boost/preprocessor/tuple/elem.hpp:23,
                                                                                             from ./boost/preprocessor/array/elem.hpp:15
                                                                                                                                                                                          from ./boost/utility/result_of.hpp:14,
                                                                                                                                                                                                                                         from ./boost/optional/optional.hpp:56,
```

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pingplug commented on 2019-03-02 07:32

bz86593.patch is still needed

Mika79 commented on 2019-02-27 13:16

mingw-w64-gcc 8.3.0 cannot compile (for) Qt 5.12. It dies on an ICE in QtCore/qfloat16.h:79:54.

https://www.mail-archive.com/debian-bugs-dist@lists.debian.org/msg1666349.html

Martchus commented on 2018-12-26 11:49

I'm also thinking about dropping i686. But I haven't come to a conclusion yet. Somehow it seems wrong to remove that possibility even though it becomes less and less relevant in practise. Sometimes I still use the 32-bit version, at least for some packages.

I was also thinking about untying the architectures at least. Either do it like the Android packages in my PKGBUILDs repo or simply apply a few sed / awk commands in my build script before invoking makechrootpkg. The good thing about the last version would be that no packages had to be changed

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xantares commented on 2018-12-26 10:50

Maybe I'll switch to dw2 when gcc 9 gets out then.

You still use 32 bits binaries guys?

Martchus I also use your repository often, thank you for maintaining it:)

Martchus commented on 2018-12-25 23:39

@Hagar Btw, there's also a GitHub issue about the DW2 topic: https://github.com/Martchus/PKGBUILDs/issues/56 If you gain some experience (especially regarding Qt applications), let me know.

Martchus commented on 2018-12-25 23:32

@Hagar

Beside Rust only supporting DW2, switching to that exception handling is likely the right thing to do anyways. I'm just waiting to update the ownstuff repository because I'm not 100 % sure about possible downsides and also it would mean recompiling over 200 packages. The ownstuff repo is only hosted via my private VDSL. Still I'm wondering that you can't "quite often" access it because I don't have that often connection issues. I don't know how many people actually use the repository. If the number is high enough I (or someone) could create a mirror somewhere.

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