

Failed to compile opencv-4.0.0-alpha using mingw-w64

#12642

Closed

huihut opened this issue on Sep 25, 2018 · 10 comments

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huihut commented on Sep 25, 2018 · edited

Contributor

+ @

...

Help

I compile opencv-4.0.0-alpha using mingw-w64.

Should I solve the following error?

Compiling Environment

Windows-10-64bit

MingGW-x64-4.8.1-release-posix-seh-rev5

CMake-3.12.0

opencv-4.0.0-alpha

Configuration

General configuration for OpenCV 4.0.0-alpha

Version control: unknown

Platform:

Timestamp: 2018-09-25T08:37:52Z

Host: Windows 10.0.17134 AMD64

Compiler: 3.12.0

Compiler: MingW Makefiles

Compiler build tool: E:\MingW-x64\4.8.1-release-posix-seh-rev5\mingw64\bin\mingw32-Release

CPU/M features:

Baseline: SSE SSE2 SSE3

requested: SSE3

Dispatched code generation: SSE4\_1 SSE4\_2 FP16 AVX AVX2

requested: SSE4\_1 SSE4\_2 AVX FP16 AVX2 AVXS12\_SKX

SSE4\_1 (4 files): + SSE3 SSE4\_1

SSE4\_2 (2 files): + SSE3 SSE4\_1 POPCNT SSE4\_2

FP16 (1 files): + SSE3 SSE4\_1 POPCNT SSE4\_2 FP16 AVX

AVX (4 files): + SSE3 SSE4\_1 POPCNT SSE4\_2 AVX

AVX2 (10 files): + SSE3 SSE4\_1 POPCNT SSE4\_2 FP16 FMA3 AVX AVX2

C/C++:

Built as dynamic libs?: YES

C++ Compiler: E:\MingW-x64\4.8.1-release-posix-seh-rev5\mingw64\bin\g++.exe

C++ flags (Release): -fsigned-char -W -Wall -Werror=return-type -Werror=non-virtual-dtor

C++ flags (Debug): -fsigned-char -W -Wall -Werror=return-type -Werror=non-virtual-dtor

C Compiler: E:\MingW-x64\4.8.1-release-posix-seh-rev5\mingw64\bin\gcc.exe

C flags (Release): -fsigned-char -W -Wall -Werror=return-type -Werror=non-virtual-dtor

C flags (Debug): -fsigned-char -W -Wall -Werror=return-type -Werror=non-virtual-dtor

Linker flags (Release): -Wl,--gc-sections

Linker flags (Debug): -Wl,--gc-sections

ccache: NO

Precompiled headers: NO

Extra dependencies:

3rdparty dependencies:

OpenCV modules:

To be built: calib3d core dnn features2d flann highgui imgcodescs imgproc java\_bindings world

Disabled by dependency:

Unavailable: java python2 python3 viz

Applications: tests perf\_tests apps

Documentation: NO

Non-Free algorithms: NO

Windows RT support: NO

GUI:

Win32 UI: YES

VTK support: NO

Media I/O:

ZLib: build (ver 1.2.11)

JPEG: build-libjpeg-turbo (ver 1.5.3-62)

WEBP: build (ver encoder: 0x020e)

PNG: build (ver 1.6.34)

TIFF: build (ver 42 - 4.0.9)

JPEG 2000: build (ver 1.900.1)

OpenEXR: build (ver 1.7.1)

HDR: YES

SUNRASTER: YES

PXM: YES

PPM: YES

Video I/O:

Video for Windows: YES

DC1394: NO

FFmpeg: YES (prebuilt binaries)

avcodec: YES (ver 58.18.100)

avformat: YES (ver 58.12.100)

avutil: YES (ver 56.14.100)

swscale: YES (ver 5.1.100)

avresample: YES (ver 4.0.0)

GStreamer: NO

DirectShow: YES

Media Foundation: YES

Parallel framework: none

Trace: YES (built-in)

Other third-party libraries:

Lapack: NO

Eigen: NO

Custom HAL: NO

Protobuf: build (3.5.1)

OpenCL:

YES (no extra features)

Include path: E:\opencv-4.0.0-alpha\opencv-4.0.0-alpha\3rdparty\include\opencl\1.

Link libraries: Dynamic load

Python (for build): E:\Python37-32\python.exe

Java:

ant: NO

JNI: C:/Program Files (x86)/Java/jdk1.8.0\_181/include C:/Program Files (

Java wrappers: NO

Java tests: NO

Install to: E:\opencv-4.0.0-alpha\opencv-4.0.0-mingw64-build\install

Error log

```
.....
E:\opencv-4.0.0-alpha\opencv-4.0.0-alpha\modules\videoio\src\cap_msmf.cpp: In member function 'HRESULT
E:\opencv-4.0.0-alpha\opencv-4.0.0-alpha\modules\videoio\src\cap_msmf.cpp:372:5: error: control reac
^
E:\opencv-4.0.0-alpha\opencv-4.0.0-alpha\modules\videoio\src\cap_msmf.cpp: In member function 'T* {a
E:\opencv-4.0.0-alpha\opencv-4.0.0-alpha\modules\videoio\src\cap_msmf.cpp:349:5: error: control reac
^
E:\opencv-4.0.0-alpha\opencv-4.0.0-alpha\modules\videoio\src\cap_msmf.cpp: In member function 'T* {a
E:\opencv-4.0.0-alpha\opencv-4.0.0-alpha\modules\videoio\src\cap_msmf.cpp:349:5: error: control reac
^
E:\opencv-4.0.0-alpha\opencv-4.0.0-alpha\modules\videoio\src\cap_msmf.cpp: In member function 'T* {a
E:\opencv-4.0.0-alpha\opencv-4.0.0-alpha\modules\videoio\src\cap_msmf.cpp:349:5: error: control reac
^
E:\opencv-4.0.0-alpha\opencv-4.0.0-alpha\modules\videoio\src\cap_msmf.cpp: In member function 'T* {a
E:\opencv-4.0.0-alpha\opencv-4.0.0-alpha\modules\videoio\src\cap_msmf.cpp:358:5: error: control reac
^
ccplus.exe: some warnings being treated as errors
modules\videoio\CMakeFiles\opencv_videoio.dir\build.make:188: recipe for target 'modules\videoio/Cm
mingw32-make[2]: *** [modules\videoio\CMakeFiles\opencv_videoio.dir\src\cap_msmf.cpp.obj] Error 1
CMakeFiles\Makefile2:2556: recipe for target 'modules\videoio\CMakeFiles\opencv_videoio.dir/all' fai
mingw32-make[1]: *** [modules\videoio\CMakeFiles\opencv_videoio.dir/all] Error 2
[ 58%] Linking CXX shared library ..\..\bin\libopencv_dnn400.dll
[ 59%] Built target opencv_dnn
Makefile:161: recipe for target 'all' failed
mingw32-make: *** [all] Error 2
```

huihut changed the title **failed-to-compile-opencv-4.0.0-alpha-using-mingw-64** **Failed to compile opencv-4.0.0-alpha using mingw-w64** on Sep 25, 2018

huihut referenced this issue on Sep 25, 2018

opencv4 alpha #3

Closed

alalek added **priority: low** **category: build/install** **Incomplete** labels on Sep 25, 2018

berak commented on Sep 25, 2018

Contributor

+ @

...

mingw can't compile the MSMF capture code, you have to disable it:

```
cmake -DWITH_MSMF=OFF
```

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huihut commented on Sep 25, 2018 · edited

Contributor

+ @

...

@berak Thanks, that error was solved, but I encountered another error: 'M\_PI' was not declared in this scope

```
[ 86%] Building CXX object modules\calib3d\CMakeFiles\opencv_calib3d.dir\src\chessboard.cpp.obj
In file included from E:\opencv-4.0.0-alpha\opencv-4.0.0-alpha\modules\calib3d\src\chessboard.cpp:?:
E:\opencv-4.0.0-alpha\opencv-4.0.0-alpha\modules\calib3d\src\chessboard.hpp: In constructor 'cv::det
E:\opencv-4.0.0-alpha\opencv-4.0.0-alpha\modules\calib3d\src\chessboard.hpp:35:36: error: 'M_PI' wa
resolution = float(M_PI*0.25);

E:\opencv-4.0.0-alpha\opencv-4.0.0-alpha\modules\calib3d\src\chessboard.cpp: At global scope:
E:\opencv-4.0.0-alpha\opencv-4.0.0-alpha\modules\calib3d\src\chessboard.cpp:25:42: error: 'M_PI' was
const float MAX_ANGLE = float(48.0/180.0*M_PI); // max angle between line segments suppose
^
E:\opencv-4.0.0-alpha\opencv-4.0.0-alpha\modules\calib3d\src\chessboard.cpp:26:48: error: 'M_PI' was
const float MIN_COS_ANGLE = float(cos(35.0/180.0*M_PI)); // min cos angle between board edges
^
E:\opencv-4.0.0-alpha\opencv-4.0.0-alpha\modules\calib3d\src\chessboard.cpp:29:35: error: 'M_PI' was
const float RAD2DEG = float(180.0/M_PI);
^
E:\opencv-4.0.0-alpha\opencv-4.0.0-alpha\modules\calib3d\src\chessboard.cpp: In function 'int cv::de
E:\opencv-4.0.0-alpha\opencv-4.0.0-alpha\modules\calib3d\src\chessboard.cpp:217:33: error: 'M_PI' wa
for(double angle=0;angle <= M_PI;angle+=M_PI*0.1)

E:\opencv-4.0.0-alpha\opencv-4.0.0-alpha\modules\calib3d\src\chessboard.cpp: In member function 'voi
E:\opencv-4.0.0-alpha\opencv-4.0.0-alpha\modules\calib3d\src\chessboard.cpp:287:118: error: 'M_PI' &
cv::Mat m = cv::getRotationMatrix2D(cv::Point2f(float(img.cols*0.5),float(img.rows*0.5)),f),f)

E:\opencv-4.0.0-alpha\opencv-4.0.0-alpha\modules\calib3d\src\chessboard.cpp: In member function 'std
E:\opencv-4.0.0-alpha\opencv-4.0.0-alpha\modules\calib3d\src\chessboard.cpp:393:38: error: 'M_PI' wa
float resolution = float(M_PI/channels);

E:\opencv-4.0.0-alpha\opencv-4.0.0-alpha\modules\calib3d\src\chessboard.cpp: In member function 'voi
E:\opencv-4.0.0-alpha\opencv-4.0.0-alpha\modules\calib3d\src\chessboard.cpp:631:38: error: 'M_PI' wa
int num = int(0.5081*M_PI/parameters.resolution);

E:\opencv-4.0.0-alpha\opencv-4.0.0-alpha\modules\calib3d\src\chessboard.cpp: In member function 'voi
E:\opencv-4.0.0-alpha\opencv-4.0.0-alpha\modules\calib3d\src\chessboard.cpp:721:43: error: 'M_PI' wa
cv::ellipse(img,center,axes,360-angle/M_PI*180.0,360,color);

E:\opencv-4.0.0-alpha\opencv-4.0.0-alpha\modules\calib3d\src\chessboard.cpp: In static member functi
E:\opencv-4.0.0-alpha\opencv-4.0.0-alpha\modules\calib3d\src\chessboard.cpp:1541:17: error: 'M_PI' &
if(a1 > M_PI*0.5)

E:\opencv-4.0.0-alpha\opencv-4.0.0-alpha\modules\calib3d\src\chessboard.cpp:1543:16: error: 'M_PI' &
if(a2> M_PI*0.5)
^
E:\opencv-4.0.0-alpha\opencv-4.0.0-alpha\modules\calib3d\src\chessboard.cpp: In static member functi
E:\opencv-4.0.0-alpha\opencv-4.0.0-alpha\modules\calib3d\src\chessboard.cpp:1787:28: error: 'M_PI' &
angle = float(2.0*M_PI-angle);
^
E:\opencv-4.0.0-alpha\opencv-4.0.0-alpha\modules\calib3d\src\chessboard.cpp: In member function 'voi
E:\opencv-4.0.0-alpha\opencv-4.0.0-alpha\modules\calib3d\src\chessboard.cpp:2793:29: error: 'M_PI' &
para.resolution = float(M_PI*0.25); // this gives the best results taking interpolation into
^
E:\opencv-4.0.0-alpha\opencv-4.0.0-alpha\modules\calib3d\src\chessboard.cpp: In member function 'cv:
E:\opencv-4.0.0-alpha\opencv-4.0.0-alpha\modules\calib3d\src\chessboard.cpp:2844:30: error: 'M_PI' &
(*val+)= float(2.0*M_PI-iter->angle/180.0*M_PI);
^
E:\opencv-4.0.0-alpha\opencv-4.0.0-alpha\modules\calib3d\src\chessboard.cpp: In member function 'std
E:\opencv-4.0.0-alpha\opencv-4.0.0-alpha\modules\calib3d\src\chessboard.cpp:2874:25: error: 'M_PI' &
if(angle_temp > M_PI*0.5)
^
E:\opencv-4.0.0-alpha\opencv-4.0.0-alpha\modules\calib3d\src\chessboard.cpp:2879:29: error: 'M_PI' &
if(angle_temp > M_PI*0.5)

modules\calib3d\CMakeFiles\opencv_calib3d.dir\build.make:137: recipe for target 'modules\calib3d/Cm
mingw32-make[2]: *** [modules\calib3d\CMakeFiles\opencv_calib3d.dir\src\chessboard.cpp.obj] Error 1
CMakeFiles\Makefile2:3018: recipe for target 'modules\calib3d\CMakeFiles\opencv_calib3d.dir/all' fai
mingw32-make[1]: *** [modules\calib3d\CMakeFiles\opencv_calib3d.dir/all] Error 2
Makefile:161: recipe for target 'all' failed
mingw32-make: *** [all] Error 2
```

berak commented on Sep 25, 2018 · edited

Contributor

+ @

...

change it to CV\_PI .  
later mingw versions (4.8.1 is very old) do have M\_PI, so maybe update it ?

H

huihut commented on Sep 25, 2018

Contributor

+ @

...

@berak Thanks, I succeeded in compiling opencv through modifying it.

Which branch(tree) should I make a pr?

berak commented on Sep 25, 2018

Contributor

+ @

...

if so, 3.4.

H

huihut commented on Sep 25, 2018 · edited

Contributor

+ @

...

I modified chessboard.cpp, chessboard.hpp and test\_chesscorners.cpp at master, because 3.4 does not have chessboard.cpp and chessboard.hpp

And I can compile because I modified these three files.

#12645

huihut referenced this issue on Sep 25, 2018

M\_PI changed to CV\_PI #12645

Merged

berak commented on Sep 25, 2018

Contributor

+ @

...

apologies, I was wrong about the branch, then, use the same you have (4.0.0-alpha).

H

huihut commented on Sep 25, 2018

Contributor

+ @

...

emmm, 4.0.0-alpha is a tag. I can't change it. What should I do?

You must be on a branch to make or propose changes to this file.

RawBlameHistory

//////////

berak commented on Sep 25, 2018

Contributor

+ @

...

uff, ofc.  
but again, your pr is all looking fine, why not leave everything "as is" now ?

H

huihut commented on Sep 26, 2018

Contributor

+ @

...

OK, then I won't be PR again.

vpisarev closed this in #12645 on Sep 26, 2018

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