

Ruby - Bug #12545

Ruby 2.3.1 compilation error [Windows]

07/03/2016 10:27 PM - local.tourist.kiev (Ivan Serdyuk)

Status:	Closed	
Priority:	Normal	
Assignee:	nobu (Nobuyoshi Nakada)	
Target version:		
ruby -v:	ruby 2.3.1 (2016-04-26 patchlevel 112) [i386-mswin32_80]	Backport: 2.1: UNKNOWN, 2.2: UNKNOWN, 2.3: UNKNOWN

Description

Greetings. Having problems with compilation:

```
Microsoft (R) Program Maintenance Utility Version 8.00.50727.42
Copyright (C) Microsoft Corporation. All rights reserved.

CC = cl -nologo
LD = cl -nologo
LDSHARED = cl -nologo -LD
CFLAGS = -MD -Zi -W2 -wd4100 -wd4127 -wd4210 -wd4214 -wd4255 -wd4574 -w
d4668 -wd4710 -wd4711 -wd4820 -wd4996 -we4028 -we4142 -O2sy- -Zm600
XCFLAGS = -DRUBY_EXPORT -I. -I.ext/include/i386-mswin32_80 -I./include -
I. -I./missing
CPPFLAGS = -D_WIN32_WINNT=0x0600
DLDFLAGS = -incremental:no -debug -opt:ref -opt:icf -dll
SOLIBS =
compiling win32/win32.c
win32.c
win32/win32.c(3953) : error C2143: syntax error : missing ')' before '*'
win32/win32.c(3953) : error C2081: 'NET_LUID' : name in formal parameter list illegal
win32/win32.c(3953) : error C2143: syntax error : missing '{' before '*'
win32/win32.c(3953) : error C2059: syntax error : ')'
win32/win32.c(3953) : error C2059: syntax error : ';'
win32/win32.c(3954) : error C2143: syntax error : missing ')' before '*'
win32/win32.c(3954) : error C2143: syntax error : missing '{' before '*'
win32/win32.c(3954) : error C2059: syntax error : ','
win32/win32.c(3954) : error C2059: syntax error : ')'
win32/win32.c(3955) : error C2061: syntax error : identifier 'pConvertInterfaceGuidToLuid'
win32/win32.c(3955) : error C2059: syntax error : ';'
win32/win32.c(3955) : error C2513: '/*global*/ ' : no variable declared before '='
win32/win32.c(3956) : error C2061: syntax error : identifier 'pConvertInterfaceLuidToNameA'
win32/win32.c(3956) : error C2059: syntax error : ';'
win32/win32.c(3956) : error C2513: '/*global*/ ' : no variable declared before '='
win32/win32.c(3979) : error C2065: 'pConvertInterfaceGuidToLuid' : undeclared identifier
win32/win32.c(3981) : error C2065: 'cigl_t' : undeclared identifier
win32/win32.c(3981) : error C2146: syntax error : missing ';' before identifier 'get_proc_address'
win32/win32.c(3983) : error C2065: 'pConvertInterfaceLuidToNameA' : undeclared identifier
win32/win32.c(3985) : error C2065: 'cilnA_t' : undeclared identifier
win32/win32.c(3985) : error C2146: syntax error : missing ';' before identifier 'get_proc_address'
win32/win32.c(3992) : error C2065: 'NET_LUID' : undeclared identifier
win32/win32.c(3992) : error C2146: syntax error : missing ';' before identifier 'luid'
win32/win32.c(3992) : error C2065: 'luid' : undeclared identifier
win32/win32.c(4001) : error C2063: 'pConvertInterfaceGuidToLuid' : not a function
win32/win32.c(4002) : error C2063: 'pConvertInterfaceLuidToNameA' : not a function
NMAKE : fatal error U1077: '"C:\Program Files\Microsoft Visual Studio 8\VC\BIN\cl.EXE"' : return c
ode '0x2'
Stop.

Microsoft (R) 32-bit C/C++ Optimizing Compiler Version 14.00.50727.42 for 80x86
```

History

#1 - 07/05/2016 04:14 AM - local.tourist.kiev (Ivan Serdyuk)

- Assignee changed from windows to tenderlovmaking (Aaron Patterson)

#2 - 07/05/2016 06:03 AM - duerst (Martin Dürst)

- Assignee changed from tenderlovmaking (Aaron Patterson) to nobu (Nobuyoshi Nakada)

#3 - 07/05/2016 06:04 AM - duerst (Martin Dürst)

- Status changed from Open to Feedback

Can this bug be reproduced on trunk?

#4 - 07/05/2016 08:59 AM - local.tourist.kiev (Ivan Serdyuk)

Martin Dürst wrote:

Can this bug be reproduced on trunk?

Yes. As also as for 2.1.9, 2.2.5

#5 - 07/05/2016 11:10 AM - duerst (Martin Dürst)

I don't see any problems with cygwin, so this problem may be compiler-specific. Can you try with another compiler? (e.g. another version of a Microsoft Compiler?)

#6 - 07/06/2016 08:05 PM - local.tourist.kiev (Ivan Serdyuk)

Various versions of Microsoft compiler gave same errors. Might suggestion is that it is some sort of typedef related resolution issue.

My proposal is to split this win32.c file into different files, allow one of those to completely cover all definitions, and compiler would compile .a (or .lib ?) file. After that, another file would contain practical code, with pre-compiled header as a MUST. But that would require to modify Makefile generator.

I do not see any configuration against Windows version (WinAPI). API seam to got changed since versions. Besides performance improvements would be affected for Windows 7/8/10, so this raises more questions. My guess is to compare MSDN libraries, and to choose different implementation.

Please vote and switch it to a proper status.

#7 - 07/07/2016 01:14 AM - duerst (Martin Dürst)

Ivan Serdyuk wrote:

Various versions of Microsoft compiler gave same errors.

Can you say which ones, exactly? Were there Microsoft compilers that didn't give these errors?

Might suggestion is that it is some sort of typedef related resolution issue.

My proposal is to split this win32.c file into different files, allow one of those to completely cover all definitions, and compiler would compile .a (or .lib ?) file. After that, another file would contain practical code, with pre-compiled header as a MUST. But that would require to modify Makefile generator.

A patch, or a series of patches, would be very helpful.

I do not see any configuration against Windows version (WinAPI). API seam to got changed since versions. Besides performance improvements would be affected for Windows 7/8/10, so this raises more questions. My guess is to compare MSDN libraries, and to choose different implementation.

The cygwin and mingw versions seem to work independently of Windows versions, which suggests that it's not a Windows versions problem. But I'm not at all a Windows expert.

Please vote and switch it to a proper status.

For Ruby, there's no voting (except with actual contributions such as patches). I'm keeping it in the 'feedback' state because a patch is also a kind of feedback.

#8 - 07/07/2016 05:12 PM - nobu (Nobuyoshi Nakada)

- File deleted (win32.c)

#9 - 07/07/2016 05:21 PM - nobu (Nobuyoshi Nakada)

- Description updated

According to [MSDN](#), NET_LUID is used since Windows Vista released in 2006. Visual C++ 8.0 was released in 2005, so it wouldn't know that union.

Maybe the condition for the version is wrong?

```
diff --git a/win32/win32.c b/win32/win32.c
index 47408e0..cc81985 100644
--- a/win32/win32.c
+++ b/win32/win32.c
@@ -3913,7 +3913,7 @@ socketpair(int af, int type, int protocol, int *sv)
     return 0;
 }

-#if !defined(_MSC_VER) || _MSC_VER >= 1400
+#if !defined(_MSC_VER) || _MSC_VER > 1400
 /* License: Ruby's */
 static void
 str2guid(const char *str, GUID *guid)
```

#10 - 07/10/2016 04:04 PM - local.tourist.kiev (Ivan Serdyuk)

I just finished compilation attempts for VS 2008, VS 2010. win32.c compiled for all 2.x versions.

Looks like I have chosen a recent compiler (VS 2005) so it should be avoided. Please update requirements for Windows version.

Regards
Ivan

#11 - 07/13/2016 07:29 AM - duerst (Martin Dürst)

Ivan Serdyuk wrote:

I just finished compilation attempts for VS 2008, VS 2010. win32.c compiled for all 2.x versions.

So compilation works with VS 2008 and VS 2012, but not with VS 2005?

Looks like I have chosen a recent compiler (VS 2005) so it should be avoided. Please update requirements for Windows version.

Which files/web pages should be updated?

#12 - 10/13/2019 05:09 PM - jeremyevans0 (Jeremy Evans)

- Status changed from Feedback to Closed