

Ruby master - Bug #10632

2.2rc1 Fails to Compile with Mingw64 NET_LUID

12/22/2014 08:35 PM - cfis (Charlie Savage)

Status: Closed	
Priority: Normal	
Assignee: cruby-windows	
Target version:	
ruby -v: ruby 2.1.5p273 (2014-11-13 revision 48405) [x64-mingw32]	Backport: 2.0.0: UNKNOWN, 2.1: UNKNOWN
Description	
Ruby 2.1.* compile correctly with mingw64. Ruby 2.2rc1 does not. The error is:	
<pre>gcc version 4.9.2 (x86_64-posix-seh-rev0, Built by MinGW-W64 project) compiling win32/win32.c win32/win32.c:3889:7: error: conflicting types for 'NET_LUID' } NET_LUID; ^ In file included from c:/mingw64/mingw64/x86_64-w64-mingw32/include/iptypes.h:14:0, from c:/mingw64/mingw64/x86_64-w64-mingw32/include/iphlpapi.h:15, from ./include/ruby/win32.h:41, from ./include/ruby/defines.h:163, from ./include/ruby/ruby.h:29, from win32/win32.c:24: c:/mingw64/mingw64/x86_64-w64-mingw32/include/ifdef.h:93:3: note: previous declaration of 'NET_LUID' was here } NET_LUID, *PNET_LUID;</pre>	
My config line (same I use for ruby 2.1.x):	
<pre>\$./configure --prefix=/ --enable-shared=yes CPPFLAGS=-Ic:/mingw64/mingw64/local/include LDFLAGS=-Lc:/mingw64/mingw64/local/lib --build=x86_64-w64-mingw32 --host=x86_64-w64-mingw32</pre>	
Let me know if you need additional info.	

History

#1 - 12/22/2014 08:58 PM - luislavena (Luis Lavena)

Can you provide specifics about the version of mingw-w64 you used?

You say "4.9.2", but there are many builds of it. Care to provide the link to the compiler you downloaded?

Thank you.

#2 - 12/23/2014 01:51 AM - nobu (Nobuyoshi Nakada)

- Description updated

- Status changed from Open to Feedback

- Assignee set to cruby-windows

- Priority changed from 5 to Normal

NET_LUID type should be checked by configure.

Could you show config.log file?

#3 - 04/07/2015 06:53 AM - cfis (Charlie Savage)

This seems to have been fixed on the released version, so it can be closed.

#4 - 01/05/2018 09:01 PM - naruse (Yui NARUSE)

- Target version deleted (2.2.0)

#5 - 08/12/2019 01:58 AM - jeremyevans0 (Jeremy Evans)

- Status changed from *Feedback* to *Closed*