

Re: INTERNAL COMPILER ERROR ???

Source:

<http://www.tech-archive.net/Archive/WindowsCE/microsoft.public.windowsce.embedded.vc/2004-07/0570.html>

From: Almon B. Strowger (*strowger_at_NOSPAM.kook.com*)

Date: 07/24/04

Date: Sat, 24 Jul 2004 15:12:21 -0700

Yeah,

This is one of those cases where I'd actually first blame the environment...Usually if you exit the IDE or rebuild all or maybe do it a few times, it seems to eventually make those problems go away. One thing that I've found that seems to reduce the occurrence of this type of problem is to not open any project resources before building.

I suspect that if you have some large resources in your project, it reduces the "resources" available to the compiler.

Hope this helps...

Almon B. Strowger
KOOK Pocket Software

<r_z_aret@pen_fact.com> wrote in message
news:t5gof0t1gkj31o9mn0q8abkgjj7rrtet@4ax.com...

> On Mon, 19 Jul 2004 11:25:44 +0200, Olivier

> <olivier.vigliengo@tma.no_spam.fr> wrote:

>

> >When I build my project in "Win32 (ARMV4I) Debug" mode, all is correct.

> >But if I want to build it in "Win32 (ARMV4I) Release" mode, I obtain

> >this message :

> >

> >c:\clients\tma\usc_sp.c(1809) : fatal error C1001: INTERNAL COMPILER
ERROR

> >(compiler file 'D:\vc\mckendric\compiler\utc\src\P2\main.c', line 148)

> >Please choose the Technical Support command on the Visual C++

> >Help menu, or open the Technical Support help file for more information

> >Error executing clarm.exe.

> >

> >

> >My target is a PXA255 under Windows CE .net (4.2) and I develop my
> >application with eVC 4.0 sp3...
> >
> >Does someone know a solution for this problem ?
>
> Not offhand. I get this error message every so often, and have found
> work arounds, but no real (i.e. understandable) solution. The error
> message does point to a specific line in your source code. You need to
> look very hard at that line and its neighbors. Try commenting out some
> of them to see which trigger the error message.
>
> I suspect the real problem is that our code (mine is definitely
> included) exceeds some resource limit for the compiler.
>
> My latest "episode" occurred just last week. To add to the puzzle, it
> affected only the Pocket PC MIPS build. I ship only 4 executables, but
> routinely build for many platforms ("big" windows plus all CPUs
> supported by 13 SDKs – from HPC through Smartphone 2003) – partly to
> let multiple compilers find bugs in my code, and partly to avoid nasty
> surprises in case I ever need to support some of these platforms.
>
> So now my code contains the following:
>
> if(!m_bShowAux)
> #if 0
> showCount(m_clsCountST, m_clsHeaders.GetCount(), 0);
> #else
> // 14 Jul 04 (5.2.0.36)
> // TODO: Why does compiler have problems
> // [error CBE6051: Internal Compiler Error (0xc0000005)]
> // when these braces are omitted, but not when braces around
> // showCount a few lines up are omitted?
> {
> showCount(m_clsCountST, m_clsHeaders.GetCount(), 0);
> }
> #endif
>
> (showCount updates a progress meter, so having nearly identical code a
> few lines up does make sense (well, at least to me).
>
>
> -----
> To reply to me, remove the underscores (_) from my email address (and
> please indicate which newsgroup and message).
>
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