

Emulator - Emulator Issues #11485

Build fails on Linux

12/12/2018 07:56 PM - 5nefurious

Status:	Working as intended	% Done:	0%
Priority:	Normal		
Assignee:			
Category:			
Target version:			
Operating system:	N/A	Relates to performance:	No
Issue type:	Bug	Easy:	No
Milestone:		Relates to maintainability:	No
Regression:	No	Regression start:	
Relates to usability:	No	Fixed in:	

Description

What's the problem? Describe what went wrong.

Dolphin fails to build on Linux.

What steps will reproduce the problem?

Clone master branch and create build directory. cd into build and run cmake -DCMAKE_INSTALL_PREFIX=/usr/local ... Run make.

Is the issue present in the latest development version? For future reference, please also write down the version number of the latest development version.

commit 2dcd058f7d

Is the issue present in the latest stable version?

Unknown.

What are your PC specifications? (CPU, GPU, Operating System, more)

CPU: Intel(R) Core(TM) i7-4510U CPU @ 2.00GHz
GPU:
- Intel Haswell-ULT Integrated Graphics Controller
- AMD Venus XTX [Radeon HD 8890M / R9 M275X/M375X]
OS: Void Linux (kernel version 4.19.6)

Is there anything else that can help developers narrow down the issue? (e.g. logs, screenshots, configuration files, savefiles, savestates)

Make output:

```
~~~  
[ 1%] Built target bdisasm  
[ 2%] Built target cpp-optparse  
[ 7%] Built target glslang  
[ 8%] Built target imgui  
[ 8%] Built target pugixml  
[ 9%] Built target enet  
[ 10%] Built target xxhash  
[ 11%] Built target minizip  
[ 13%] Built target SoundTouch  
[ 14%] Built target discord-rpc  
[ 14%] Built target speex  
[ 15%] Built target cubeb
```

```
[ 17%] Built target audiocommon
[ 24%] Built target common
[ 24%] Built target traversal_server
[ 27%] Built target inputcommon
[ 29%] Built target discio
[ 32%] Built target videovulkan
[ 35%] Built target videosoftware
[ 36%] Built target videonull
[ 38%] Built target videoogl
[ 45%] Built target videocommon
[ 78%] Built target core
[ 79%] Built target uicommon
[ 79%] Linking CXX executable ../../Binaries/dolphin-emu-nogui
/usr/bin/ld: ../../Externals/cubeb/CMakeFiles/cubeb.dir/src/cubeb.c.o: relocation R_X86_64_32 against `'.rodata.str1.1'' can not be
used when making a PIE object; recompile with -fPIC
/usr/bin/ld: ../../Externals/cubeb/CMakeFiles/cubeb.dir/src/cubeb_pulse.c.o: relocation R_X86_64_32 against `'.rodata.str1.1'' can
not be used when making a PIE object; recompile with -fPIC
/usr/bin/ld: ../../Externals/cubeb/CMakeFiles/cubeb.dir/src/cubeb_alsa.c.o: relocation R_X86_64_32 against `'.bss'' can not be used
when making a PIE object; recompile with -fPIC
/usr/bin/ld: ../../Externals/enet/CMakeFiles/enet.dir/packet.c.o: relocation R_X86_64_32S against `'.bss'' can not be used when
making a PIE object; recompile with -fPIC
/usr/bin/ld: ../../Externals/enet/CMakeFiles/enet.dir/peer.c.o: relocation R_X86_64_32S against `'.rodata'' can not be used when
making a PIE object; recompile with -fPIC
/usr/bin/ld: ../../Externals/enet/CMakeFiles/enet.dir/protocol.c.o: relocation R_X86_64_32S against `'.rodata'' can not be used when
making a PIE object; recompile with -fPIC
/usr/bin/ld: ../../Externals/enet/CMakeFiles/enet.dir/unix.c.o: relocation R_X86_64_32S against `'.rodata'' can not be used when
making a PIE object; recompile with -fPIC
/usr/bin/ld: final link failed: nonrepresentable section on output
collect2: error: ld returned 1 exit status
make[2]: *** [Source/Core/DolphinNoGUI/CMakeFiles/dolphin-nogui.dir/build.make:137: Binaries/dolphin-emu-nogui] Error 1
make[1]: *** [CMakeFiles/Makefile2:1168: Source/Core/DolphinNoGUI/CMakeFiles/dolphin-nogui.dir/all] Error 2
make: *** [Makefile:152: all] Error 2
~~~
```

History

#1 - 02/02/2019 01:05 PM - flacs

- Status changed from New to Working as intended

Can't reproduce this. Try clearing your build directory.