

## Emulator - Emulator Issues #12264

### Binary built Ubuntu 20.04 doesn't work when installed

09/16/2020 01:47 PM - gauthier

<b>Status:</b>	New	<b>% Done:</b>	0%
<b>Priority:</b>	Normal		
<b>Assignee:</b>			
<b>Category:</b>			
<b>Target version:</b>			
<b>Operating system:</b>	N/A	<b>Relates to performance:</b>	No
<b>Issue type:</b>	Bug	<b>Easy:</b>	No
<b>Milestone:</b>		<b>Relates to maintainability:</b>	No
<b>Regression:</b>	No	<b>Regression start:</b>	
<b>Relates to usability:</b>	No	<b>Fixed in:</b>	
<b>Description</b>			
Building latest release or master (a7b9e6857b6c4) on Ubuntu 20.04 works fine, and I can launch from the build directory: build/Binaries/dolphin-emu.			
However after doing a sudo make install, attempting to run the installed binary gives this:			
<pre>\$ which dolphin-emu /usr/local/bin/dolphin-emu \$ dolphin-emu dolphin-emu: symbol lookup error: dolphin-emu: undefined symbol: _ZdaPvm, version Qt_5</pre>			
My guess is that it has to do with C++ standard (14 or 17) and obviously Qt, but I don't understand why it would work from the build tree and not from the install.			
I've read that there could be a <a href="#">qmake flag about sized deallocation</a> that could help, but same here: it should be the same binary...			