

# Known OpenJDK Build Problems

## Known Build Problems

### x86\_64 Linux

#### libspashscreen / libpng Error

When building `jdk7/build/linux-amd64/lib/amd64/libspashscreen.so`, a series of link errors occur, such as this one:

```
jdk7/build/linux-amd64/tmp/sun/sun.awt/splashscreen/obj64/png.o(.text+0xc3c): In function `png_init_mmx_flags':  
: undefined reference to `png_mmx_support'
```

It has been reported that this problem is fixed internally, but hasn't been integrated into the public mercurial repo yet: <http://mail.openjdk.java.net/pipermail/discuss/2007-December/000945.html>

In the meantime, there is a workaround. Here is a simple patch:

```
--- jdk/make/sun/splashscreen/Makefile~ 2008-02-01 04:18:40.000000000 -0500  
+++ jdk/make/sun/splashscreen/Makefile 2008-02-07 15:50:54.000000000 -0500  
@@ -59,7 +59,7 @@  
 # C Flags  
 #  
-CFLAGS += -DSPLASHSCREEN  
+CFLAGS += -DSPLASHSCREEN -DPNG_NO_MMX_CODE  
  
ifneq ($(PLATFORM), windows)  
 CFLAGS += -DWITH_X11
```

## Windows CYGWIN Problems

### Wrong make

There are some versions of CYGWIN make (`/usr/bin/make.exe`) that do not work with the drive letter paths. You need to get an older `make.exe` from say, <http://www.cmake.org/files/cygwin/make.exe> and displace the `/usr/bin/make.exe` with this version.

### Cannot allocate heap

CYGWIN can conflict with other windows software, see <http://cygwin.com/faq/faq.using.html#faq.using.bloda>

One failure encountered looked something like:

```
$ make  
7 [main] ? (232756) C:\Progra~1\cygwin\bin\sh.exe: *** fatal error - couldn't allocate heap, Win32 error  
487, base 0x6D0000, top 0x6E0000, reserve_size 61440, allocsize 65536, page_const 4096
```