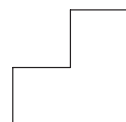


C166/ST10 v7.5

C++ COMPILER USER'S GUIDE



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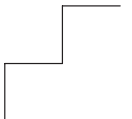
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MANUAL PURPOSE AND STRUCTURE

PURPOSE

This manual is aimed at users of the TASKING C166/ST10 C++ Compiler. It assumes that you are conversant with the C and C++ language.

MANUAL STRUCTURE

Related Publications

Conventions Used In This Manual

1. Software Installation
Describes the installation of the C++ Cross-Compiler for the C166/ST10 family of processors.
2. Overview
Provides an overview of the TASKING C166/ST10 toolchain and gives you some familiarity with the different parts of it and their relationship. A sample session explains how to build an application from your C++ file.
3. Language Implementation
Concentrates on the approach of the C166/ST10 architecture and describes the language implementation. The C++ language itself is not described in this document.
4. Compiler Use
Deals with invocation, command line options and pragmas.
5. Compiler Diagnostics
Describes the exit status and error/warning messages of the C++ compiler.

APPENDICES

- A. Flexible License Manager (FLEXlm)
Contains a description of the Flexible License Manager.
- B. Error Messages
Contains an overview of the error messages.

C. Utility Programs

Contains a description of the prelinker and the muncher which are delivered with the C++ compiler package.

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RELATED PUBLICATIONS

- The C++ Programming Language (second edition)
by Bjarne Strastrup (1991, Addison Wesley)
- ISO/IEC 14882:1998 C++ standard [ANSI]
More information on the standards can be found at
<http://www.ansi.org>
- The Annotated C++ Reference Manual
by Margaret A. Ellis and Bjarne Strastrup (1990, Addison Wesley)
- The C Programming Language (second edition)
by B. Kernighan and D. Ritchie (1988, Prentice Hall)
- ANSI X3.159–1989 standard [ANSI]
- C166/ST10 C Cross–Compiler User’s Guide [TASKING,
MA019–002–00–00]
- C166/ST10 Cross–Assembler, Linker/Locator, Utilities User’s Guide
[TASKING, MA019–000–00–00]
- C166/ST10 CrossView Pro Debugger User’s Guide [TASKING,
MA019–041–00–00]

CONVENTIONS USED IN THIS MANUAL

The notation used to describe the format of call lines is given below:

{ }	Items shown inside curly braces enclose a list from which you must choose an item.
[]	Items shown inside square brackets enclose items that are optional.
	The vertical bar separates items in a list. It can be read as OR.
<i>italics</i>	Items shown in italic letters mean that you have to substitute the item. If italic items are inside square brackets, they are optional. For example:

filename

means: type the name of your file in place of the word *filename*.

...	An ellipsis indicates that you can repeat the preceding item zero or more times.
screen font	Represents input examples and screen output examples.
bold font	Represents a command name, an option or a complete command line which you can enter.

For example

command [*option*]... *filename*

This line could be written in plain English as: execute the command *command* with the optional options *option* and with the file *filename*.

Illustrations

The following illustrations are used in this manual:



This is a note. It gives you extra information.



This is a warning. Read the information carefully.



This illustration indicates actions you can perform with the mouse.



This illustration indicates keyboard input.



This illustration can be read as “See also”. It contains a reference to another command, option or section.



MANUAL STRUCTURE

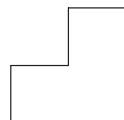
CHAPTER

1

SOFTWARE INSTALLATION



TASKING



1

CHAPTER

1.1 INTRODUCTION

This chapter describes how you can install the TASKING C++ Compiler for the C166 on Windows 95/98/NT, Linux and several UNIX hosts.

1.2 INSTALLATION FOR WINDOWS

Step 1

Start Windows (95/98/NT/2000), if you have not already done so.

Step 2

Insert the CD-ROM into the CD-ROM drive.

If the TASKING Welcome dialog box appears, skip to Step 5. Otherwise, continue from Step 3.

Step 3

Select the Start button and select the Run . . . menu item.

Step 4

On the command line type:

d:\setup

(substitute the correct drive letter for your CD-ROM drive) and press the **<Return>** or **<Enter>** key or click on the OK button.

The TASKING Welcome dialog box appears.

Step 5

Select a product and click on Install.

Step 6

Follow the instructions that appear on your screen.



You can find your serial number on the *Certificate of Authenticity* or *Product Update Form*, delivered with the product.

Step 7

License the software product as explained in section 1.5, *Licensing TASKING Products*.

1.2.1 SETTING THE ENVIRONMENT

After you have installed the software, you can set some environment variables to make invocation of the tools easier, when invoking the tools from a Windows Command Prompt. When you are using EDE all settings are configurable from within EDE. A list of all environment variables used by the toolchain is present in the section *Environment Variables* in the chapter *Overview*.

Make sure that your path is set to include all of the executables you have just installed. If you installed the software under C:\C166, you can include the executable directory C:\C166\BIN in your search path.



In EDE, select the EDE | Directories... menu item. Add one or more executable directory paths to the Executable Files Path field.

The environment variable TMPDIR can be used to specify a directory where programs can place temporary files. The C++ compiler uses the environment variable CP166INC to search for include files. An example of setting this variable is given below.



See also the section *Include Files* in the chapter *Compiler Use*.

Example Windows Command Prompt

Enter the following line when you use a Command Prompt window.

```
set CP166INC=c:\c166\include
```

Example Windows 95

Add the following line to your autoexec.bat file.

```
set CP166INC=c:\c166\include
```

Example Windows NT

1. Open the System Properties dialog.

You can do this by double-clicking on the System icon in the Control Panel (Start | Settings | Control Panel) or right-click on the My Computer icon on your desktop and select Properties.

2. Select the Environment tab.
3. In the Variable edit field enter:

CP166INC

4. In the Value edit field enter:

c:\c166\include

5. Click on the Set button, then click OK.

1.3 INSTALLATION FOR LINUX

Each product on the CD-ROM is available as an RPM package and as a gzipped tar file. For each product the following files are present:

`SWproduct-version-RPMrelease.i386.rpm`
`SWproduct-version.tar.gz`

Both files contain exactly the same information. When your Linux distribution supports RPM packages, you can install the `.rpm` file. Otherwise, you can install the product from the `.tar.gz` file.

1.3.1 RPM INSTALLATION

Step 1

In most situations you have to be "root" to install RPM packages, so either login as "root", or use the **su** command.

Step 2

Insert the CD-ROM into the CD-ROM drive. Mount the CD-ROM on a directory, for example `/cdrom`. See the Linux manual pages about **mount** for details.

Step 3

Go to the directory on which the CD-ROM is mounted:

```
cd /cdrom
```

Step 4

To install or upgrade all products at once, issue the following command:

```
rpm -U SW*.rpm
```

This will install or upgrade all products in the default installation directory `/usr/local`. Every RPM package will create a single directory in the installation directory.

The RPM packages are 'relocatable', so it is possible to select a different installation directory with the **--prefix** option. For instance when you want to install the products in `/opt`, use the following command:

```
rpm -U --prefix /opt SW*.rpm
```



For Red Hat 6.0 users: The **--prefix** option does not work with RPM version 3.0, included in the Red Hat 6.0 distribution. Please upgrade to RPM version 3.0.3 or higher, or use the `.tar.gz` file installation described in the next section if you want to install in a non-standard directory.

1.3.2 TAR.GZ INSTALLATION

Step 1

Login as a user.

Be sure you have read, write and execute permissions in the installation directory. Otherwise, login as "root" or use the **su** command.

Step 2

Insert the CD-ROM into the CD-ROM drive. Mount the CD-ROM on a directory, for example `/cdrom`. See the Linux manual pages about **mount** for details.

Step 3

Go to the directory on which the CD-ROM is mounted:

```
cd /cdrom
```

Step 4

To install the products from the `.tar.gz` files in the directory `/usr/local`, issue the following command for each product:

```
tar xzf SWproduct-version.tar.gz -C /usr/local
```

Every `.tar.gz` file creates a single directory in the directory where it is extracted.

1.3.3 SETTING THE ENVIRONMENT

After you have installed the software, you can set some environment variables to make invocation of the tools easier. A list of all environment variables used by the toolchain is present in the section *Environment Variables* in the chapter *Overview*.

Make sure that your path is set to include all of the executables you have just installed.

The environment variable `TMPDIR` can be used to specify a directory where programs can place temporary files.

1.4 INSTALLATION FOR UNIX HOSTS

Step 1

Login as a user.

Be sure you have read, write and execute permissions in the installation directory. Otherwise, login as root or use the **su** command.

Step 2

If you are a first time user decide where you want to install the product (By default it will be installed in `/usr/local`).

Step 3

For CD-ROM install: insert the CD-ROM into the CD-ROM drive. Mount the CD-ROM on a directory, for example `/cdrom`. Be sure to use a ISO 9660 file system with Rock Ridge extensions enabled. See the UNIX manuals page about **mount** for details.

Or:

For tape install: insert the tape into the tape unit and create a directory where the contents of the tape can be copied to. Consider the created directory as a temporary workspace that can be deleted after installation has succeeded. For example:

```
mkdir /tmp/instdir
```

Step 4

For CD-ROM install: go to the directory on which the CD-ROM is mounted:

```
cd /cdrom
```

For tape install: copy the contents of the tape to the temporary workspace using the following commands:

```
cd /tmp/instdir  
tar xvf /dev/tape
```

where *tape* is the name of your tape device.



If you have received a tape with more than one product, use the non-rewinding device for installing the products.

Step 5

Run the installation script:

```
sh install
```

and follow the instructions appearing on your screen.

First a question appears about where to install the software. The default answer is **/usr/local**. On certain sites you may want to select another location.

On some hosts the installation script asks if you want to install SW000098, the Flexible License Manager (FLEXlm). If you do not already have FLEXlm on your system, you must install it; otherwise the product will not work on those hosts. See section 1.5, *Licensing TASKING Products*.

If the script detects that the software has been installed before, the following messages appear on the screen:

```
*** WARNING ***
SWxxxxxxx xxxx.xxxx already installed.
Do you want to REINSTALL? [y,n]
```

Answering **n** (no) to this question causes installation to abort and the following message being displayed:

```
=> Installation stopped on user request <=
```

Answering **y** (yes) to this question causes installation to continue. And the final message will be:

```
Installation of SWxxxxxxx xxxx.xxxx completed.
```

Step 6

For tape install: remove the temporary installation directory with the following commands:

```
cd /tmp
rm -rf instdir
```

Step 7

If you purchased a protected TASKING product, license the software product as explained in section 1.5, *Licensing TASKING Products*.

Step 8

Logout.

1.4.1 SETTING THE ENVIRONMENT

After you have installed the software, you can set some environment variables to make invocation of the tools easier. A list of all environment variables used by the toolchain is present in the section *Environment Variables* in the chapter *Overview*.

Make sure that your path is set to include all of the executables you have just installed.

The environment variable TMPDIR can be used to specify a directory where programs can place temporary files.

1.5 LICENSING TASKING PRODUCTS

TASKING products are protected with license management software (FLEXlm). To use a TASKING product, you must install the licensing information provided by TASKING for the type of license purchased.

You can run TASKING products with a node-locked license or with a floating license. When you order a TASKING product determine which type of license you need (UNIX products only have a floating license).

Node-locked license (PC only)

This license type locks the software to one specific PC so you can use the product on that particular PC only.

Floating license

This license type manages the use of TASKING product licenses among users at one site. This license type does not lock the software to one specific PC or workstation but it requires a network. The software can then be used on any computer in the network. The license specifies the number of users who can use the software simultaneously. A system allocating floating licenses is called a **license server**. A license manager running on the license server keeps track of the number of users.



See the *Flexible License Manager (FLEXlm)* appendix for detailed information on FLEXlm.

1.5.1 OBTAINING LICENSE INFORMATION

Before you can install a software license you must have a "License Information Form" containing the license information for your software product. If you have not received such a form follow the steps below to obtain one. Otherwise, you can install the license.

Node-locked license (PC only)

1. If you need a node-locked license, you must determine the hostid of the computer where you will be using the product. See section 1.5.7, *How to Determine the Hostid*.

2. When you order a TASKING product, provide the hostid to your local TASKING sales representative. The License Information Form which contains your license key information will be sent to you with the software product.

Floating license

1. If you need a floating license, you must determine the hostid and hostname of the computer where you want to use the license manager. Also decide how many users will be using the product. See section 1.5.7, *How to Determine the Hostid* and section 1.5.8, *How to Determine the Hostname*.
2. When you order a TASKING product, provide the hostid, hostname and number of users to your local TASKING sales representative. The License Information Form which contains your license key information will be sent to you with the software product.

1.5.2 INSTALLING NODE-LOCKED LICENSES

Keep your "License Information Form" ready. If you do not have such a form read section 1.5.1, *Obtaining License Information*, before continuing.

Step 1

Install the TASKING software product following the installation procedure described in section 1.2, *Installation for Windows*.

Step 2

Create a file called "license.dat" in the c:\flexlm directory, using an ASCII editor and insert the license information contained in the "License Information Form" in this file. This file is called the "license file". If the directory c:\flexlm does not exist, create the directory.



If you wish to install the license file in a different directory, see section 1.5.6, *Modifying the License File Location*.



If you already have a license file, add the license information to the existing license file. If the license file already contains any SERVER lines, you must use another license file. See section 1.5.6, *Modifying the License File Location*, for additional information.

The software product and license file are now properly installed.



See the *Flexible License Manager (FLEXlm)* appendix for more information on FLEXlm.

1.5.3 INSTALLING FLOATING LICENSES

Keep your "License Information Form" ready. If you do not have such a form read section 1.5.1, *Obtaining License Information*, before continuing.

Step 1

Install the TASKING software product following the installation procedure described earlier in this chapter on the computer or workstation where you will use the software product.

As a result of this installation two additional files for FLEXlm will be present in the `flexlm` subdirectory of the toolchain:

Tasking	The Tasking daemon (vendor daemon).
license.dat	A template license file.

Step 2

If you already have installed FLEXlm v6.1 or higher for Windows or v2.4 or higher for UNIX (for example as part of another product) you can skip this step and continue with step 3. Otherwise, install SW000098, the Flexible License Manager (FLEXlm), on the license server where you want to use the license manager.

The installation of the license manager on Windows also sets up the license daemon to run automatically whenever a license server reboots. On UNIX you have to perform the steps as described in section 1.5.5, *Setting Up the License Deaemon to Run Automatically*.



It is not recommended to run a license manager on a Windows 95 or Windows 98 machine. Use Windows NT instead (or UNIX).

Step 3

If FLEXlm has already been installed as part of a non-TASKING product you have to make sure that the `bin` directory of the FLEXlm product contains a copy of the **Tasking** daemon (see step 1).

Step 4

Insert the license information contained in the "License Information Form" in the license file, which is being used by the license server. This file is usually called `license.dat`. The default location of the license file is in directory `c:\flexlm` for Windows and in `/usr/local/flexlm/licenses` for UNIX.



If you wish to install the license file in a different directory, see section 1.5.6, *Modifying the License File Location*.

If the license file does not exist, you have to create it using an ASCII editor. You can use the license file `license.dat` from the toolchain's `flexlm` subdirectory as a template.



If you already have a license file, add the license information to the existing license file. If the `SERVER` lines in the license file are the same as the `SERVER` lines in the License Information Form, you do not need to add this same information again. If the `SERVER` lines are not the same, you must use another license file. See section 1.5.6, *Modifying the License File Location*, for additional information.

Step 5

On each PC or workstation where you will use the TASKING software product the location of the license file must be known. If it differs from the default location (`c:\flexlm\license.dat` for Windows, `/usr/local/flexlm/licenses/license.dat` for UNIX), then you must set the environment variable **LM_LICENSE_FILE**. See section 1.5.6, *Modifying the License File Location*, for more information.

Step 6

Now all license information is entered, the license manager must be started (see section 1.5.4). Or, if it is already running you must notify the license manager that the license file has changed by entering the command (located in the `flexlm bin` directory):

lmreread

On Windows you can also use the graphical FLEXlm Tools (**lmttools**): Start **lmttools** (if you have used the defaults this can be done by selecting Start | Programs | TASKING FLEXlm | FLEXlm Tools), fill in the current license file location if this field is empty, click on the Reread button and then on OK. Another option is to reboot your PC.

The software product and license file are now properly installed.

Where to go from here?

The license manager (daemon) must always be up and running. Read section 1.5.4 on how to start the daemon and read section 1.5.5 for information how to set up the license daemon to run automatically.

If the license manager is running, you can now start using the TASKING product.



See the *Flexible License Manager (FLEXlm)* appendix for detailed information on FLEXlm.

1.5.4 STARTING THE LICENSE DAEMON

The license manager (daemon) must always be up and running. To start the daemon complete the following steps on each license server:

Windows

1. Start the license manager tool by (Start | Programs | TASKING FLEXlm | FLEXlm License Manager).
2. In the Control tab, click on the Start button.
3. Close the program by clicking on the OK button.

UNIX

1. Log in as the operating system administrator (usually root).
2. Change to the FLEXlm installation directory (default /usr/local/flexlm):

```
cd /usr/local/flexlm
```

3. For C shell users, start the license daemon by typing the following:

```
bin/lmgrd -2 -p -c licenses/license.dat >>& \  
/var/tmp/license.log &
```

Or, for Bourne shell users, start the license daemon by typing the following:

```
bin/lmgrd -2 -p -c licenses/license.dat >> \
/var/tmp/license.log 2>&1 &
```

In these two commands, the **-2** and **-p** options restrict the use of the **lmdown** and **lmremove** license administration tools to the license administrator. You omit these options if you want. Refer to the usage of **lmgrd** in the *Flexible License Manager (FLEXlm)* appendix for more information.

1.5.5 SETTING UP THE LICENSE DAEMON TO RUN AUTOMATICALLY

To set up the license daemon so that it runs automatically whenever a license server reboots, follow the instructions below that are appropriate for your platform. steps on each license server:

Windows

1. Start the license manager tool by (Start | Programs | TASKING FLEXlm | FLEXlm License Manager).
2. In the Setup tab, enable the Start Server at Power-Up check box.
3. Close the program by clicking on the OK button. If a question appears, answer Yes to save your settings.

UNIX



In performing any of the procedures below, keep in mind the following:

- Before you edit any system file, make a backup copy.

HP-UX

1. Log in as the operating system administrator (usually root).
2. In the directory `/etc/rc.config.d` create a file named `rc.lmgrd` with the following contents. Replace *FLEXLMDIR* by the FLEXlm installation directory (default `/usr/local/flexlm`):

```
#!/sbin/sh
FLEXLMDIR/bin/lmgrd -2 -p -c FLEXLMDIR/licenses/license.dat >> \
/var/tmp/license.log 2>&1 &
```

After the **-c** option, you have to specify the correct location of the license file.

SunOS4

1. Log in as the operating system administrator (usually root).
2. Append the following lines to the file `/etc/rc.local`. Replace *FLEXLMDIR* by the FLEXlm installation directory (default `/usr/local/flexlm`):

```
FLEXLMDIR/bin/lmgrd -2 -p -c FLEXLMDIR/licenses/license.dat >> \
/var/tmp/license.log 2>&1 &
```

SunOS5 (Solaris 2)

1. Log in as the operating system administrator (usually root).
2. In the directory `/etc/init.d` create a file named `rc.lmgrd` with the following contents. Replace *FLEXLMDIR* by the FLEXlm installation directory (default `/usr/local/flexlm`):

```
#!/bin/sh
FLEXLMDIR/bin/lmgrd -2 -p -c FLEXLMDIR/licenses/license.dat >> \
/var/tmp/license.log 2>&1 &
```

3. Make it executable:

```
chmod u+x rc.lmgrd
```

4. Create an 'S' link in the `/etc/rc3.d` directory to this file and create 'K' links in the other `/etc/rc?.d` directories:

```
ln /etc/init.d/rc.lmgrd /etc/rc3.d/Snumrc.lmgrd
ln /etc/init.d/rc.lmgrd /etc/rc?.d/Knumrc.lmgrd
```

num must be an appropriate sequence number. Refer to your operating system documentation for more information.

1.5.6 MODIFYING THE LICENSE FILE LOCATION

The default location for the license file on Windows is:

```
c:\flexlm\license.dat
```

On UNIX this is:

```
/usr/local/flexlm/licenses/license.dat
```


If you want to use another name or directory for the license file, each user must define the environment variable **LM_LICENSE_FILE**. Do this in `autoexec.bat` (Windows 95/98), from the Control Panel -> System | Environment (Windows NT) or in a UNIX login script.

If you have more than one product using the FLEXlm license manager you can specify multiple license files to the **LM_LICENSE_FILE** environment variable by separating each pathname (*lppath*) with a ';' (on UNIX also ':'):

Example Windows:

```
set LM_LICENSE_FILE=c:\flexlm\license.dat;c:\license.txt
```

Example UNIX:

```
setenv LM_LICENSE_FILE
/usr/local/flexlm/licenses/license.dat:/myprod/license.txt
```

If the license file is not available on these hosts, you must set **LM_LICENSE_FILE** to *port@host*; where *host* is the host name of the system which runs the FLEXlm license manager and *port* is the TCP/IP port number on which the license manager listens.

To obtain the port number, look in the license file at *host* for a line starting with "SERVER". The fourth field on this line specifies the TCP/IP port number on which the license server listens. For example:

```
setenv LM_LICENSE_FILE 7594@elliott
```



See the *Flexible License Manager (FLEXlm)* appendix for detailed information.

1.5.7 HOW TO DETERMINE THE HOSTID

The hostid depends on the platform of the machine. Please use one of the methods listed below to determine the hostid.

Platform	Tool to retrieve hostid	Example hostid
HP-UX	lanscan (use the station address without the leading '0x')	0000F0050185
SunOS/Solaris	hostid	170a3472
Windows	tkhostid (or use lmhostid)	0800200055327

Table 1-1: Determine the hostid



If you do not have the program **tkhostid** you can download it from our Web site at: <http://www.tasking.com/support/flexlm/tkhostid.zip> . It is also on every product CD that includes FLEXlm.

1.5.8 HOW TO DETERMINE THE HOSTNAME

To retrieve the hostname of a machine, use one of the following methods.

Platform	Method
HP-UX	hostname
SunOS/Solaris	hostname
Windows 95/98	Go to the Control Panel, open "Network", click on "Identification". Look for "Computer name".
Windows NT	Go to the Control Panel, open "Network". In the "Identification" tab look for "Computer Name".

Table 1-2: Determine the hostname

INSTALLATION

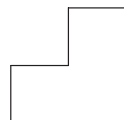
CHAPTER

2

OVERVIEW



TASKING



2

CHAPTER

2.1 INTRODUCTION TO C++ COMPILER

This manual provides a functional description of the TASKING C166/ST10 C++ Compiler. This manual uses **cp166** (the name of the binary) as a shorthand notation for “TASKING C166/ST10 C++ Compiler”. You should be familiar with the C++ language and with the ANSI/ISO C language.

The C++ compiler can be seen as a preprocessor or front end which accepts C++ source files or sources using C++ language features. The output generated by **cp166** is C166/ST10 C, which can be translated with the C compiler **c166**.

The C++ compiler is part of a complete toolchain. For details about the C compiler see the “TASKING C166/ST10 C Compiler User’s Guide”.

The C++ compiler is normally invoked via the control program which is part of the toolchain. The control program facilitates the invocation of various components of the toolchain. The control program recognizes several filename extensions. C++ source files (.cc, .cxx, .cpp or .c with the **-c++** option) are passed to the C++ compiler. C source files (.c) are passed to the compiler. Assembly source files (.asm) are preprocessed and passed to the assembler. Assembly sources (.src) are directly passed to the assembler. Relocatable object files (.obj) and libraries (.lib) are recognized as linker input files. Files with extension .lno and .ilo are treated as locator input files. The control program supports options to stop at any stage in the compilation process and has options to produce and retain intermediate files.

The C++ compiler accepts the C++ language of the ISO/IEC 14882:1998 C++ standard, with some minor exceptions documented in the next chapter. With the proper command line options, it alternatively accepts the ANSI/ISO C language or traditional K&R C (B. W. Kernighan and D. M. Ritchie). It also accepts embedded C++ language extensions.

The C++ compiler does no optimization. Its goal is to produce quickly a complete and clean parsed form of the source program, and to diagnose errors. It does complete error checking, produces clear error messages (including the position of the error within the source line), and avoids cascading of errors. It also tries to avoid seeming overly finicky to a knowledgeable C or C++ programmer.

2.2 DEVELOPMENT STRUCTURE

The next figure explains the relationship between the different parts of the TASKING C166/ST10 toolchain:

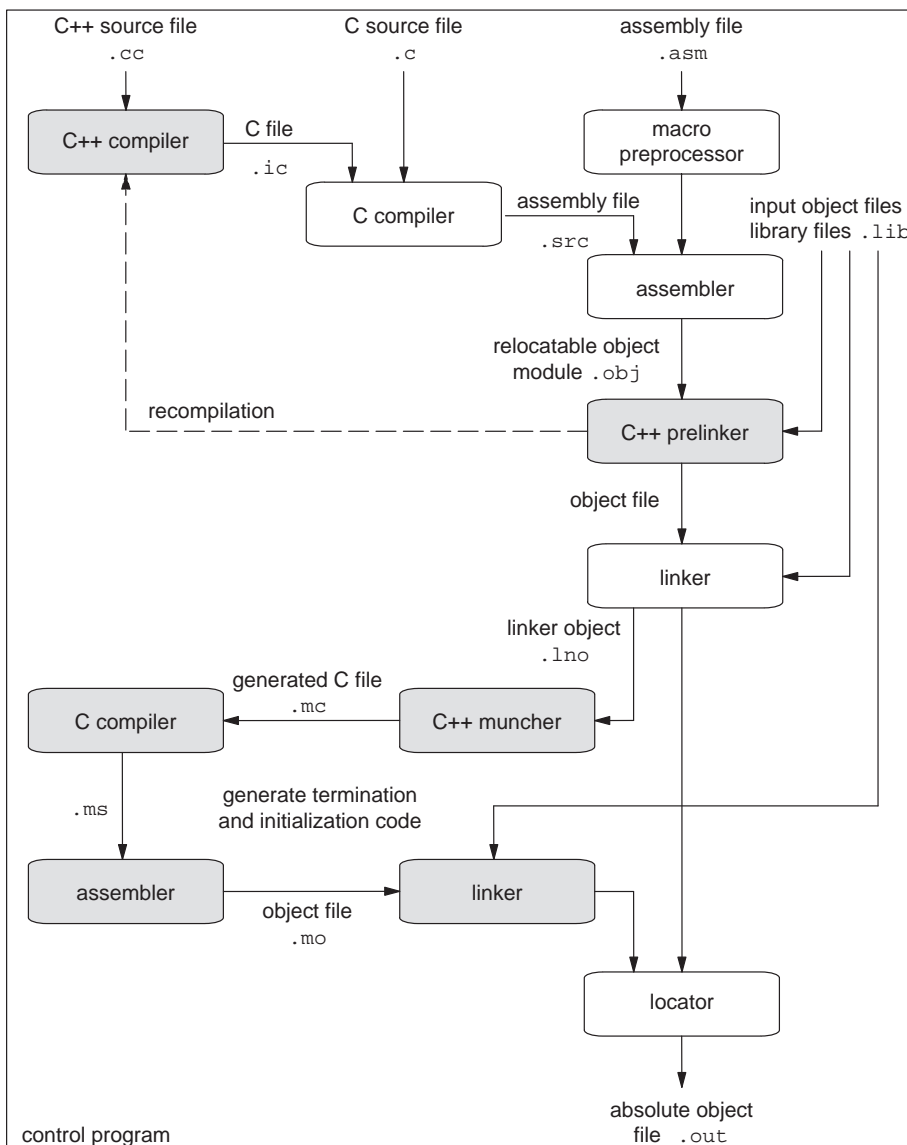


Figure 2-1: Development flow

2.2.1 THE PRELINKER PHASE

The C++ compiler provides a complete prototype implementation of an automatic instantiation mechanism. The automatic instantiation mechanism is a "linker feedback" mechanism. It works by providing additional information in the object file that is used by a "prelinker" to determine which template entities require instantiation so that the program can be linked successfully. Unlike most aspects of the C++ compiler the automatic instantiation mechanism is, by its nature, dependent on certain operating system and object file format properties. In particular, the prelinker is a separate program that accesses information about the symbols defined in object files.

At the end of each compilation, the C++ compiler determines whether any template entities were referenced in the translation unit. If so, an "instantiation information" file is created, referred to for convenience as a `.ii` file. If no template entities were referenced in the translation unit, the `.ii` file will not be created and any existing file will be removed. If an error occurs during compilation, the state of the `.ii` file is unchanged.

Once a complete set of object files has been generated, including the appropriate flags, the prelinker is invoked to determine whether any new instantiations are required or if any existing instantiations are no longer required. The command line arguments to the prelinker include a list of input files to be analyzed. The input files are the object files and libraries that constitute the application. The prelinker begins by looking for instantiation information files for each of the object files. If no instantiation information files are present, the prelinker concludes that no further action is required.

If there are instantiation information files, the prelinker reads the current instantiation list from each information file. The instantiation list contains the list of instantiations assigned to a given source file by a previous invocation of the prelinker. The prelinker produces a list of the global symbols that are referenced or defined by each of the input files. The prelinker then simulates a link operation to determine which symbols must be defined for the application to link successfully.

When the link simulation has been completed, the prelinker processes each input file to determine whether any new instantiations should be assigned to the input file or if any existing instantiations should be removed. The prelinker goes through the current instantiation list from the instantiation information file to determine whether any of the existing instantiations are no longer needed. An instantiation may be no longer needed because the template entity is no longer referenced by the program or because a user supplied specialization has been provided. If the instantiation is no longer needed, it is removed from the list (internally; the file will be updated later) and the file is flagged as requiring recompilation.

The prelinker then examines any symbols referenced by the input file. The responsibility for generating an instantiation of a given entity that has not already been defined is assigned to the first file that is capable of generating that instantiation.

Once all of the assignments have been updated, the prelinker once again goes through the list of object files. For each, if the corresponding instantiation information file must be updated, the new file is written. Only source files whose corresponding .ii file has been modified will be recompiled.

At this point each .ii file contains the information needed to recompile the source file and a list of instantiations assigned to the source file, in the form of mangled function and static data member names.

If an error occurs during a recompilation, the prelinker exits without updating the remaining information files and without attempting any additional compilations.

If all recompilations complete without error, the prelink process is repeated, since an instantiation can produce the demand for another instantiation. This prelink cycle (finding uninstantiated templates, updating the appropriate .ii files, and dispatching recompilations) continues until no further recompilations are required.

When the prelinker is finished, the linker is invoked. Note that simply because the prelinker completes successfully does not assure that the linker will not detect errors. Unresolvable template references and other linker errors will not be diagnosed by the prelinker.

2.2.2 THE MUNCHER PHASE

The C++ muncher implements global initialization and termination code.

The muncher takes the output of the linker as its input file and looks for names beginning with prefixes such as `__sti__` or `__std__`, those being, respectively, initialization and termination routines to be called at run-time. It generates a C program that defines a data structure containing a list of pointers to the initialization and termination routines. This generated program is then compiled and linked in with the executable. The data structure is consulted at run-time by startup code invoked from `_main`, and the routines on the list are invoked at the appropriate times.



2.3 ENVIRONMENT VARIABLES

This section contains an overview of the environment variables used by the C166/ST10 toolchain.

Environment Variable	Description
A166INC	Specifies an alternative path for STDNAMES files for the assembler a166 .
C166INC	Specifies an alternative path for #include files for the C compiler c166 .
CC166BIN	When this variable is set, the control program cc166 , prepends the directory specified by this variable to the names of the tools invoked.
CC166OPT	Specifies extra options and/or arguments to each invocation of cc166 . The control program processes the arguments from this variable before the command line arguments.
CP166INC	Specifies an alternative path for #include files for the C++ compiler cp166 .
LINK166	Specifies extra options and/or arguments to each invocation of the link stage of l166 .
LM_LICENSE_FILE	Identifies the location of the license data file. Only needed for hosts that need the FLEXlm license manager.
LOCATE166	Specifies extra options and/or arguments to each invocation of the locate stage of l166 .
M166INC	Specifies an alternative path for include files for the macro preprocessor m166 .
PATH	Specifies the search path for your executables.
TMPDIR	Specifies an alternative directory where programs can create temporary files.

Table 2-1: Environment variables

2.4 FILE EXTENSIONS

For compatibility with future TASKING Cross-Software the following extensions are suggested:

Source files:

.cc	C++ source file, input for C++ compiler
.cxx	C++ source file, input for C++ compiler
.cpp	C++ source file, input for C++ compiler
.c	C source file, input for C compiler (or for C++ compiler if you use the -c++ option of the control program)
.asm	hand coded assembly source file, input for the assembler
.dsc	description file, input for linker/locator

Intermediate source files:

.ic	temporary C source file generated by the C++ compiler, input for the C compiler
.src	assembly source file generated by the C compiler, input for the assembler
.pr	output file generated by the object reader, input for the C++ muncher
.mc	C source file generated by the C++ muncher, input for the C compiler
.ms	assembly source file generated by the C compiler, input for the assembler
.mo	relocatable IEEE-695 object file generated by the assembler, input for the linker

Object files:

.obj	relocatable IEEE-695 object file generated by the assembler, input for the linker
.lno	linked object module
.lib	object library file

.out	absolute locator output file
.abs	absolute locator output file, IEEE-695 object file
.hex	absolute Intel Hex output file from the locator

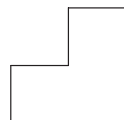
List files:

.mpl	macro preprocessor list file
.mpe	macro preprocessor error list file
.lst	assembler list file
.cal	C function call graph file, output from the linker
.lnl	linker map file
.map	locator map file

CHAPTER

3

LANGUAGE IMPLEMENTATION



3

CHAPTER

3.1 INTRODUCTION

The TASKING C++ compiler (**cp166**) offers a new approach to high-level language programming for the C166/ST10 family. The C++ compiler accepts the C++ language as defined by the ISO/IEC 14882:1998 standard, with the exceptions listed in section 3.3. It also accepts the language extensions of the C compiler.

This chapter describes the C++ language extensions and some specific features.

3.2 C++ LANGUAGE EXTENSION KEYWORDS

The C++ compiler supports the same language extension keywords as the C compiler. These language extensions are enabled by default (**--embedded**), but you can disable them by specifying the **--no_embedded** command line option. When **-A** is used, the extensions will be disabled.

The following language extensions are supported:

_bit

You can use data type `_bit` for the type definition of scalars and for the return type of functions.

_bitword

You can declare word variables in the bit-addressable area as `fp`. You can access individual bits using the intrinsic functions `_getbit()` and `_putbit()`.

_sfrbit / _esfrbit

Data types for the declaration of specific, absolute bits in special function registers or special absolute bits in the SFR address space.

_sfr / _esfr

Data types for the declaration of Special Function Registers.

_xsfr

Data types for the declaration of Special Function Registers not residing in SFR memory but do reside in internal RAM. An example of these SFRs are PEC source and destination pointers. The compiler will use a 'mem' addressing mode for this data type whereas for an object of type `_sfr` a 'reg' or 'mem' addressing mode may be used.

These SFRs are not bitaddressable.

_at

You can specify a variable to be at an absolute address.

_atbit

You can specify a variable to be at a bit offset within a `_bitword` or bitaddressable `_sfr` variable.

_inline

Used for defining inline functions.

_usm / _nousm

With these function qualifiers you can force that a function is called using the user stack model calling convention or using the generic CALL/RET calling convention.

_bita

You can tell the C++ compiler that a struct must be located in bitaddressable memory by using the `_bita` memory qualifier.

memory-specific pointers

cp166 allows you to define pointers which point to a specific target memory. These types of pointers are very efficient and require only 2 or 4 bytes memory space.

special types

Apart from a memory category (extern, static, ...) you can specify a storage type in each declaration. This way you obtain a memory model-independent addressing of variables in several address ranges of the C166/ST10 (near, far, huge, shuge, system, iram).

interrupt functions

You can specify interrupt functions directly through interrupt vectors in the C++ language (`_interrupt` keyword). You may also specify the register bank to be used (`_using` keyword).

intrinsic functions

A number of pre-declared functions can be used to generate inline assembly code at the location of the intrinsic (built-in) function call. This avoids the overhead which is normally used to do parameter passing and context saving before executing the called function.

pragmas

The C++ compiler supports the same pragmas as the C compiler. Pragmas give directions to the code generator of the compiler.

All of the language extensions mentioned above are described in detail in the *C Cross-Compiler User's Guide*.

3.3 C++ DIALECT ACCEPTED

The C++ compiler accepts the C++ language as defined by the ISO/IEC 14882:1998 standard, with the exceptions listed below.

The C++ compiler also has a cfront compatibility mode, which duplicates a number of features and bugs of cfront 2.1 and 3.0.x. Complete compatibility is not guaranteed or intended; the mode is there to allow programmers who have unwittingly used cfront features to continue to compile their existing code. In particular, if a program gets an error when compiled by cfront, the C++ compiler may produce a different error or no error at all.

Command line options are also available to enable and disable anachronisms and strict standard-conformance checking.

3.3.1 NEW LANGUAGE FEATURES ACCEPTED

The following features not in traditional C++ (the C++ language of *"The Annotated C++ Reference Manual"* by Ellis and Stroustrup (ARM)) but in the standard are implemented:

- The dependent statement of an `if`, `while`, `do-while`, or `for` is considered to be a scope, and the restriction on having such a dependent statement be a declaration is removed.
- The expression tested in an `if`, `while`, `do-while`, or `for`, as the first operand of a `"?"` operator, or as an operand of the `"&&"`, `":"`, or `"!"` operators may have a pointer-to-member type or a class type that can be converted to a pointer-to-member type in addition to the scalar cases permitted by the ARM.
- Qualified names are allowed in elaborated type specifiers.
- A global-scope qualifier is allowed in member references of the form `x. : : A : : B` and `p-> : : A : : B`.
- The precedence of the third operand of the `"?"` operator is changed.
- If control reaches the end of the `main()` routine, and `main()` has an integral return type, it is treated as if a `return 0;` statement were executed.
- Pointers to arrays with unknown bounds as parameter types are diagnosed as errors.
- A functional-notation cast of the form `A()` can be used even if `A` is a class without a (nontrivial) constructor. The temporary created gets the same default initialization to zero as a static object of the class type.
- A cast can be used to select one out of a set of overloaded functions when taking the address of a function.
- Template friend declarations and definitions are permitted in class definitions and class template definitions.
- Type template parameters are permitted to have default arguments.
- Function templates may have nontype template parameters.
- A reference to `const volatile` cannot be bound to an rvalue.
- Qualification conversions, such as conversion from `T**` to `T const * const *` are allowed.
- Digraphs are recognized.
- Operator keywords (e.g., `not`, `and`, `bitand`, etc.) are recognized.
- Static data member declarations can be used to declare member constants.

- `wchar_t` is recognized as a keyword and a distinct type.
- `bool` is recognized.
- RTTI (run-time type identification), including `dynamic_cast` and the `typeid` operator, is implemented.
- Declarations in tested conditions (in `if`, `switch`, `for`, and `while` statements) are supported.
- Array `new` and `delete` are implemented.
- New-style casts (`static_cast`, `reinterpret_cast`, and `const_cast`) are implemented.
- Definition of a nested class outside its enclosing class is allowed.
- `mutable` is accepted on non-static data member declarations.
- Namespaces are implemented, including `using` declarations and directives. Access declarations are broadened to match the corresponding `using` declarations.
- Explicit instantiation of templates is implemented.
- The `typename` keyword is recognized.
- `explicit` is accepted to declare non-converting constructors.
- The scope of a variable declared in the `for-init-statement` of a `for` loop is the scope of the loop (not the surrounding scope).
- Member templates are implemented.
- The new specialization syntax (using “`template <>`”) is implemented.
- Cv-qualifiers are retained on rvalues (in particular, on function return values).
- The distinction between trivial and nontrivial constructors has been implemented, as has the distinction between PODs and non-PODs with trivial constructors.
- The linkage specification is treated as part of the function type (affecting function overloading and implicit conversions).
- `extern inline` functions are supported, and the default linkage for `inline` functions is external.
- A typedef name may be used in an explicit destructor call.
- Placement delete is implemented.
- An array allocated via a placement `new` can be deallocated via `delete`.
- Covariant return types on overriding virtual functions are supported.
- `enum` types are considered to be non-integral types.

- Partial specialization of class templates is implemented.
- Partial ordering of function templates is implemented.
- Function declarations that match a function template are regarded as independent functions, not as “guiding declarations” that are instances of the template.
- It is possible to overload operators using functions that take `enum` types and no `class` types.
- Explicit specification of function template arguments is supported.
- Unnamed template parameters are supported.
- The new lookup rules for member references of the form `x.A::B` and `p->A::B` are supported.
- The notation `:: template` (and `->template`, etc.) is supported.
- In a reference of the form `f()->g()`, with `g` a static member function, `f()` is evaluated. The ARM specifies that the left operand is not evaluated in such cases.
- `enum` types can contain values larger than can be contained in an `int`.
- Default arguments of function templates and member functions of class templates are instantiated only when the default argument is used in a call.
- String literals and wide string literals have `const` type.
- Class name injection is implemented.
- Argument-dependent (Koenig) lookup of function names is implemented.
- Class and function names declared only in unqualified friend declarations are not visible except for functions found by argument-dependent lookup.
- A `void` expression can be specified on a return statement in a `void` function.
- Function-try-blocks, i.e., try-blocks that are the top-level statements of functions, constructors, or destructors, are implemented.
- Universal character set escapes (e.g., `\uabcd`) are implemented.
- On a call in which the expression to the left of the opening parenthesis has class type, overload resolution looks for conversion functions that can convert the class object to pointer-to-function types, and each such pointed-to “surrogate function” type is evaluated alongside any other candidate functions.

3.3.2 NEW LANGUAGE FEATURES NOT ACCEPTED

The following features of the C++ standard are not implemented yet:

- `reinterpret_cast` does not allow casting a pointer to member of one class to a pointer to member of another class if the classes are unrelated.
- Two-phase name binding in templates, as described in [temp.res] and [temp.dep] of the standard, is not implemented.
- Template template parameters are not implemented.
- The `export` keyword for templates is not implemented.
- A `typedef` of a function type cannot include member function cv-qualifiers.
- A partial specialization of a class member template cannot be added outside of the class definition.

3.3.3 ANACHRONISMS ACCEPTED

The following anachronisms are accepted when anachronisms are enabled (with **--anachronisms**):

- `overload` is allowed in function declarations. It is accepted and ignored.
- Definitions are not required for static data members that can be initialized using default initialization. The anachronism does not apply to static data members of template classes; they must always be defined.
- The number of elements in an array may be specified in an array `delete` operation. The value is ignored.
- A single `operator++()` and `operator--()` function can be used to overload both prefix and postfix operations.
- The base class name may be omitted in a base class initializer if there is only one immediate base class.
- Assignment to `this` in constructors and destructors is allowed. This is allowed only if anachronisms are enabled and the "assignment to `this`" configuration parameter is enabled.
- A bound function pointer (a pointer to a member function for a given object) can be cast to a pointer to a function.

- A nested class name may be used as a non-nested class name provided no other class of that name has been declared. The anachronism is not applied to template classes.
- A reference to a non-const type may be initialized from a value of a different type. A temporary is created, it is initialized from the (converted) initial value, and the reference is set to the temporary.
- A reference to a non-const class type may be initialized from an rvalue of the class type or a derived class thereof. No (additional) temporary is used.
- A function with old-style parameter declarations is allowed and may participate in function overloading as though it were prototyped. Default argument promotion is not applied to parameter types of such functions when the check for compatibility is done, so that the following declares the overloading of two functions named `f`:

```
int f(int);
int f(x) char x; { return x; }
```

Note that in C this code is legal but has a different meaning: a tentative declaration of `f` is followed by its definition.

- When **--nonconst_ref_anachronism** is enabled, a reference to a non-const class can be bound to a class rvalue of the same type or a derived type thereof.

```
struct A {
    A(int);
    A operator=(A&);
    A operator+(const A&);
};
main () {
    A b(1);
    b = A(1) + A(2); // Allowed as anachronism
}
```

3.3.4 EXTENSIONS ACCEPTED IN NORMAL C++ MODE

The following extensions are accepted in all modes (except when strict ANSI violations are diagnosed as errors):

- A friend declaration for a class may omit the `class` keyword:

```
class A {
    friend B; // Should be "friend class B"
};
```

- Constants of scalar type may be defined within classes:

```
class A {
    const int size = 10;
    int a[size];
};
```

- In the declaration of a class member, a qualified name may be used:

```
struct A {
    int A::f(); // Should be int f();
};
```

- The preprocessing symbol `cplusplus` is defined in addition to the standard `__cplusplus`.
- A pointer to a constant type can be deleted.
- An assignment operator declared in a derived class with a parameter type matching one of its base classes is treated as a default assignment operator, that is, such a declaration blocks the implicit generation of a copy assignment operator. (This is cfront behavior that is known to be relied upon in at least one widely used library.) Here is an example:

```
struct A { };
struct B : public A {
    B& operator=(A&);
};
```

By default, as well as in cfront-compatibility mode, there will be no implicit declaration of `B::operator=(const B&)`, whereas in strict-ANSI mode `B::operator=(A&)` is not a copy assignment operator and `B::operator=(const B&)` is implicitly declared.

- Implicit type conversion between a pointer to an extern "C" function and a pointer to an extern "C++" function is permitted. Here's an example:

```
extern "C" void f(); // f's type has extern "C" linkage
void (*pf)()        // pf points to an extern "C++" function
    = &f;           // error unless implicit conversion is
                    // allowed
```

This extension is allowed in environments where C and C++ functions share the same calling conventions. It is enabled by default; it can also be enabled in cfront-compatibility mode or with option **--implicit_extern_c_type_conversion**. It is disabled in strict-ANSI mode.

- A "?" operator whose second and third operands are string literals or wide string literals can be implicitly converted to "char *" or "wchar_t *". (Recall that in C++ string literals are const. There is a deprecated implicit conversion that allows conversion of a string literal to "char *", dropping the const. That conversion, however, applies only to simple string literals. Allowing it for the result of a "?" operation is an extension.)

```
char *p = x ? "abc" : "def";
```

- Except in strict-ANSI mode, default arguments may be specified for function parameters other than those of a top-level function declaration (e.g., they are accepted on typedef declarations and on pointer-to-function and pointer-to-member-function declarations).

3.3.5 EXTENSIONS ACCEPTED IN CFRONT 2.1 COMPATIBILITY MODE

The following extensions are accepted in cfront 2.1 compatibility mode in addition to the extensions listed in the 2.1/3.0 section following (i.e., these are things that were corrected in the 3.0 release of cfront):

- The dependent statement of an if, while, do-while, or for is not considered to define a scope. The dependent statement may not be a declaration. Any objects constructed within the dependent statement are destroyed at exit from the dependent statement.
- Implicit conversion from integral types to enumeration types is allowed.
- A non-const member function may be called for a const object. A warning is issued.
- A const void * value may be implicitly converted to a void * value, e.g., when passed as an argument.
- When, in determining the level of argument match for overloading, a reference parameter is initialized from an argument that requires a non-class standard conversion, the conversion counts as a user-defined conversion.
- When a built-in operator is considered alongside overloaded operators in overload resolution, the match of an operand of a built-in type against the built-in type required by the built-in operator is considered a standard conversion in all cases (e.g., even when the type is exactly right without conversion).

- A reference to a non-const type may be initialized from a value that is a const-qualified version of the same type, but only if the value is the result of selecting a member from a const class object or a pointer to such an object.
- The cfront 2.1 "transitional model" for nested type support is simulated. In the transitional model a nested type is promoted to the file scope unless a type of the same name already exists at the file scope. It is an error to have two nested classes of the same name that need to be promoted to file scope or to define a type at file scope after the declaration of a nested class of the same name. This "feature" actually restricts the source language accepted by the compiler. This is necessary because of the effect this feature has on the name mangling of functions that use nested types in their signature. This feature does not apply to template classes.
- A cast to an array type is allowed; it is treated like a cast to a pointer to the array element type. A warning is issued.
- When an array is selected from a class, the type qualifiers on the class object (if any) are not preserved in the selected array. (In the normal mode, any type qualifiers on the object are preserved in the element type of the resultant array.)
- An identifier in a function is allowed to have the same name as a parameter of the function. A warning is issued.
- An expression of type void may be supplied on the return statement in a function with a void return type. A warning is issued.
- Cfront has a bug that causes a global identifier to be found when a member of a class or one of its base classes should actually be found. This bug is emulated in cfront compatibility mode. A warning is issued when, because of this feature, a nonstandard lookup is performed. The following conditions must be satisfied for the nonstandard lookup to be performed:
 - A member in a base class must have the same name as an identifier at the global scope. The member may be a function, static data member, or non-static data member. Member type names do not apply because a nested type will be promoted to the global scope by cfront which disallows a later declaration of a type with the same name at the global scope.
 - The declaration of the global scope name must occur between the declaration of the derived class and the declaration of an out-of-line constructor or destructor. The global scope name must be a type name.

- No other member function definition, even one for an unrelated class, may appear between the destructor and the offending reference. This has the effect that the nonstandard lookup applies to only one class at any given point in time. For example:

```

struct B {
    void func(const char*);
};

struct D : public B {
public:
    D();
    void Init(const char* );
};

struct func {
    func( const char* msg);
};

D::~D()

void D::Init(const char* t)
{
    //Should call B::func -- calls func::func instead.
    new func(t);
}

```

The global scope name must be present in a base class (`B::func` in this example) for the nonstandard lookup to occur. Even if the derived class were to have a member named `func`, it is still the presence of `B::func` that determines how the lookup will be performed.

- A parameter of type `"const void *"` is allowed on operator `delete`; it is treated as equivalent to `"void *"`.
- A period (`"."`) may be used for qualification where `"::"` should be used. Only `"::"` may be used as a global qualifier. Except for the global qualifier, the two kinds of qualifier operators may not be mixed in a given name (i.e., you may say `A::B::C` or `A.B.C` but not `A::B.C` or `A.B::C`). A period may not be used in a vacuous destructor reference nor in a qualifier that follows a template reference such as `A<T>::B`.
- Cfront 2.1 does not correctly look up names in friend functions that are inside class definitions. In this example function `f` should refer to the functions and variables (e.g., `f1` and `a1`) from the class declaration. Instead, the global definitions are used.

```

int a1;
int e1;
void f1();
class A {
    int a1;
    void f1();
    friend void f()
    {
        int i1 = a1; // cfront uses global a1
        f1(); // cfront uses global f1
    }
};

```

Only the innermost class scope is (incorrectly) skipped by cfront as illustrated in the following example.

```

int a1;
int b1;
struct A {
    static int a1;
    class B {
        static int b1;
        friend void f()
        {
            int i1 = a1; // cfront uses A::a1
            int j1 = b1; // cfront uses global b1
        }
    };
};

```

- `operator=` may be declared as a nonmember function. (This is flagged as an anachronism by cfront 2.1)
- A type qualifier is allowed (but ignored) on the declaration of a constructor or destructor. For example:

```

class A {
    A() const; // No error in cfront 2.1 mode
};

```

3.3.6 EXTENSIONS ACCEPTED IN CFRONT 2.1 AND 3.0 COMPATIBILITY MODE

The following extensions are accepted in both cfront 2.1 and cfront 3.0 compatibility mode (i.e., these are features or problems that exist in both cfront 2.1 and 3.0):

- Type qualifiers on the `this` parameter may be dropped in contexts such as this example:

```
struct A {
    void f() const;
};
void (A::*fp)() = &A::f;
```

This is actually a safe operation. A pointer to a `const` function may be put into a pointer to non-`const`, because a call using the pointer is permitted to modify the object and the function pointed to will actually not modify the object. The opposite assignment would not be safe.

- Conversion operators specifying conversion to `void` are allowed.
- A nonstandard friend declaration may introduce a new type. A friend declaration that omits the elaborated type specifier is allowed in default mode, but in cfront mode the declaration is also allowed to introduce a new type name.

```
struct A {
    friend B;
};
```

- The third operand of the `?` operator is a conditional expression instead of an assignment expression as it is in the modern language.
- A reference to a pointer type may be initialized from a pointer value without use of a temporary even when the reference pointer type has additional type qualifiers above those present in the pointer value. For example,

```
int *p;
const int *&r = p; // No temporary used
```

- A reference may be initialized with a null.
- Because cfront does not check the accessibility of types, access errors for types are issued as warnings instead of errors.

- When matching arguments of an overloaded function, a `const` variable with value zero is not considered to be a null pointer constant. In general, in overload resolution a null pointer constant must be spelled "0" to be considered a null pointer constant (e.g., `'\0'` is not considered a null pointer constant).
- Inside the definition of a class type, the qualifier in the declarator for a member declaration is dropped if that qualifier names the class being defined.

```
struct S {
    void S::f();
};
```

- An alternate form of declaring pointer-to-member-function variables is supported, for example:

```
struct A {
    void f(int);
    static void sf(int);
    typedef void A::T3(int); // nonstd typedef decl
    typedef void T2(int);    // std typedef
};
typedef void A::T(int); // nonstd typedef decl
T* pmf = &A::f;          // nonstd ptr-to-member decl
A::T2* pf = A::sf;        // std ptr to static mem decl
A::T3* pmf2 = &A::f;      // nonstd ptr-to-member decl
```

where `T` is construed to name a routine type for a non-static member function of class `A` that takes an `int` argument and returns `void`; the use of such types is restricted to nonstandard pointer-to-member declarations. The declarations of `T` and `pmf` in combination are equivalent to a single standard pointer-to-member declaration:

```
void (A::* pmf)(int) = &A::f;
```

A nonstandard pointer-to-member declaration that appears outside of a class declaration, such as the declaration of `T`, is normally invalid and would cause an error to be issued. However, for declarations that appear within a class declaration, such as `A::T3`, this feature changes the meaning of a valid declaration. Cfront version 2.1 accepts declarations, such as `T`, even when `A` is an incomplete type; so this case is also excepted.

- Protected member access checking is not done when the address of a protected member is taken. For example:

```

class B { protected: int i; };
class D : public B { void mf(); };
void D::mf() {
    int B::* pm1 = &B::i; // error, OK in cfront mode
    int D::* pm2 = &D::i; // OK
}

```



Protected member access checking for other operations (i.e., everything except taking a pointer-to-member address) is done in the normal manner.

- The destructor of a derived class may implicitly call the private destructor of a base class. In default mode this is an error but in cfront mode it is reduced to a warning. For example:

```

class A {
    ~A();
};
class B : public A {
    ~B();
};
B::~~B(){} // Error except in cfront mode

```

- When disambiguation requires deciding whether something is a parameter declaration or an argument expression, the pattern *type-name-or-keyword(identifier...)* is treated as an argument. For example:

```

class A { A(); };
double d;
A x(int(d));
A(x2);

```

By default `int(d)` is interpreted as a parameter declaration (with redundant parentheses), and so `x` is a function; but in cfront-compatibility mode `int(d)` is an argument and `x` is a variable.

The declaration `A(x2);` is also misinterpreted by cfront. It should be interpreted as the declaration of an object named `x2`, but in cfront mode is interpreted as a function style cast of `x2` to the type `A`.

Similarly, the declaration

```
int xyz(int());
```

declares a function named `xzy`, that takes a parameter of type "function taking no arguments and returning an `int`". In `cfront` mode this is interpreted as a declaration of an object that is initialized with the value `int()` (which evaluates to zero).

- A named bit-field may have a size of zero. The declaration is treated as though no name had been declared.
- Plain bit fields (i.e., bit fields declared with a type of `int`) are always unsigned.
- The name given in an elaborated type specifier is permitted to be a `typedef` name that is the synonym for a class name, e.g.,

```
typedef class A T;
class T *pa;           // No error in cfront
mode
```

- No warning is issued on duplicate size and sign specifiers.

```
short short int i;    // No warning in cfront mode
```

- Virtual function table pointer update code is not generated in destructors for base classes of classes without virtual functions, even if the base class virtual functions might be overridden in a further-derived class. For example:

```
struct A {
    virtual void f() {}
    A() {}
    ~A() {}
};
struct B : public A {
    B() {}
    ~B() {f();}           // Should call A::f according to
                        // ARM 12.7
};
struct C : public B {
    void f() {}
} c;
```

In `cfront` compatibility mode, `B::~~B` calls `C::f`.

- An extra comma is allowed after the last argument in an argument list, as for example in

```
f(1, 2, );
```

- A constant pointer-to-member-function may be cast to a pointer-to-function. A warning is issued.


```

struct A {int f();};
main () {
    int (*p)();
    p = (int (*)( ))A::f;  // Okay, with warning
}

```

- Arguments of class types that allow bitwise copy construction but also have destructors are passed by value (i.e., like C structures), and the destructor is not called on the "copy". In normal mode, the class object is copied into a temporary, the address of the temporary is passed as the argument, and the destructor is called on the temporary after the call returns. Note that because the argument is passed differently (by value instead of by address), code like this compiled in cfront mode is not calling-sequence compatible with the same code compiled in normal mode. In practice, this is not much of a problem, since classes that allow bitwise copying usually do not have destructors.
- A union member may be declared to have the type of a class for which you have defined an assignment operator (as long as the class has no constructor or destructor). A warning is issued.
- When an unnamed class appears in a typedef declaration, the typedef name may appear as the class name in an elaborated type specifier.

```

typedef struct { int i, j; } S;
struct S x;  // No error in cfront mode

```

- Two member functions may be declared with the same parameter types when one is static and the other is non-static with a function qualifier.

```

class A {
    void f(int) const;
    static void f(int);  // No error in cfront mode
};

```

- The scope of a variable declared in the for-init-statement is the scope to which the for statement belongs.

```

int f(int i) {
    for (int j = 0; j < i; ++j) { /* ... */ }
    return j;  // No error in cfront mode
}

```

- Function types differing only in that one is declared extern "C" and the other extern "C++" can be treated as identical:

```
typedef void (*PF)();
extern "C" typedef void (*PCF)();
void f(PF);
void f(PCF);
```

PF and PCF are considered identical and `void f(PCF)` is treated as a compatible redeclaration of `f`. (By contrast, in standard C++ PF and PCF are different and incompatible types — PF is a pointer to an extern "C++" function whereas PCF is a pointer to an extern "C" function — and the two declarations of `f` create an overload set.)

- Functions declared `inline` have internal linkage.
- enum types are regarded as integral types.
- An uninitialized `const` object of non-POD class type is allowed even if its default constructor is implicitly declared:

```
struct A { virtual void f(); int i; };
const A a;
```

- A function parameter type is allowed to involve a pointer or reference to array of unknown bounds.
- If the user declares an `operator=` function in a class, but not one that can serve as the default `operator=`, and bitwise assignment could be done on the class, a default `operator=` is not generated; only the user-written `operator=` functions are considered for assignments (and therefore bitwise assignment is not done).
- A member function declaration whose return type is omitted (and thus implicitly `int`) and whose name is found to be that of a type is accepted if it takes no parameters:

```
typedef int I;

struct S {
    I(); // Accepted in Cfront mode (declares "int S::I()")
    I(int); // Not accepted
};
```

3.4 NAMESPACE SUPPORT

Namespaces are enabled by default except in the cfront modes. You can use the command-line options **--namespaces** and **--no_namespaces** to enable or disable the features.

Name lookup during template instantiations now does something that approximates the two-phase lookup rule of the standard. When a name is looked up as part of a template instantiation but is not found in the local context of the instantiation, it is looked up in a synthesized instantiation context. The C++ compiler follows the new instantiation lookup rules for namespaces as closely as possible in the absence of a complete implementation of the new template name binding rules. Here is an example:

```
namespace N {
    int g(int);
    int x = 0;
    template <class T> struct A {
        T f(T t) { return g(t); }
        T f() { return x; }
    };
}

namespace M {
    int x = 99;
    double g(double);
    N::A<int> ai;
    int i = ai.f(0);           // N::A<int>::f(int) calls
                              // N::g(int)
    int i2 = ai.f();          // N::A<int>::f() returns
                              // 0 (= N::x)

    N::A<double> ad;
    double d = ad.f(0);       // N::A<double>::f(double)
                              // calls M::g(double)
    double d2 = ad.f();       // N::A<double>::f() also
                              // returns 0 (= N::x)
}
```

The lookup of names in template instantiations does not conform to the rules in the standard in the following respects:

- Although only names from the template definition context are considered for names that are not functions, the lookup is not limited to those names visible at the point at which the template was defined.

- Functions from the context in which the template was referenced are considered for all function calls in the template. Functions from the referencing context should only be visible for dependent function calls.

The lookup rules for overloaded operators are implemented as specified by the standard, which means that the operator functions in the global scope overload with the operator functions declared extern inside a function, instead of being hidden by them. The old operator function lookup rules are used when namespaces are turned off. This means a program can have different behavior, depending on whether it is compiled with namespace support enabled or disabled:

```
struct A { };
A operator+(A, double);
void f() {
    A a1;
    A operator+(A, int);
    a1 + 1.0;    // calls operator+(A, double)
                // with namespaces enabled but
}              // otherwise calls operator+(A, int);
```

3.5 TEMPLATE INSTANTIATION

The C++ language includes the concept of *templates*. A template is a description of a class or function that is a model for a family of related classes or functions.¹ For example, one can write a template for a `Stack` class, and then use a stack of integers, a stack of floats, and a stack of some user-defined type. In the source, these might be written `Stack<int>`, `Stack<float>`, and `Stack<X>`. From a single source description of the template for a stack, the compiler can create *instantiations* of the template for each of the types required.

The instantiation of a class template is always done as soon as it is needed in a compilation. However, the instantiations of template functions, member functions of template classes, and static data members of template classes (hereafter referred to as template entities) are not necessarily done immediately, for several reasons:

- One would like to end up with only one copy of each instantiated entity across all the object files that make up a program. (This of course applies to entities with external linkage.)
- The language allows one to write a *specialization* of a template entity, i.e., a specific version to be used in place of a version generated from the template for a specific data type. (One could, for example, write a version of `Stack<int>`, or of just `Stack<int>::push`, that replaces the template-generated version; often, such a specialization provides a more efficient representation for a particular data type.) Since the compiler cannot know, when compiling a reference to a template entity, if a specialization for that entity will be provided in another compilation, it cannot do the instantiation automatically in any source file that references it.
- The language also dictates that template functions that are not referenced should not be compiled, that, in fact, such functions might contain semantic errors that would prevent them from being compiled. Therefore, a reference to a template class should not automatically instantiate all the member functions of that class.

(It should be noted that certain template entities are always instantiated when used, e.g., inline functions.)

¹ Since templates are descriptions of entities (typically, classes) that are parameterizable according to the types they operate upon, they are sometimes called **parameterized types**.

From these requirements, one can see that if the compiler is responsible for doing all the instantiations automatically, it can only do so on a program-wide basis. That is, the compiler cannot make decisions about instantiation of template entities until it has seen all the source files that make up a complete program.

This C++ compiler provides an instantiation mechanism that does automatic instantiation at link time. For cases where you want more explicit control over instantiation, the C++ compiler also provides instantiation modes and instantiation pragmas, which can be used to exert fine-grained control over the instantiation process.

3.5.1 AUTOMATIC INSTANTIATION

The goal of an automatic instantiation mode is to provide painless instantiation. You should be able to compile source files to object code, then link them and run the resulting program, and never have to worry about how the necessary instantiations get done.

In practice, this is hard for a compiler to do, and different compilers use different automatic instantiation schemes with different strengths and weaknesses:

- AT&T/USL/Novell's *cfront* product saves information about each file it compiles in a special directory called `ptrepository`. It instantiates nothing during normal compilations. At link time, it looks for entities that are referenced but not defined, and whose mangled names indicate that they are template entities. For each such entity, it consults the `ptrepository` information to find the file containing the source for the entity, and it does a compilation of the source to generate an object file containing object code for that entity. This object code for instantiated objects is then combined with the "normal" object code in the link step.

If you are using *cfront* you must follow a particular coding convention: all templates must be declared in `.h` files, and for each such file there must be a corresponding `.cc` file containing the associated definitions. The compiler is never told about the `.cc` files explicitly; one does not, for example, compile them in the normal way. The link step looks for them when and if it needs them, and does so by taking the `.h` filename and replacing its suffix.²

This scheme has the disadvantage that it does a separate compilation for each instantiated function (or, at best, one compilation for all the member functions of one class). Even though the function itself is often quite small, it must be compiled along with the declarations for the types on which the instantiation is based, and those declarations can easily run into many thousands of lines. For large systems, these compilations can take a very long time. The link step tries to be smart about recompiling instantiations only when necessary, but because it keeps no fine-grained dependency information, it is often forced to "recompile the world" for a minor change in a `.h` file. In addition, *cfront* has no way of ensuring that preprocessing symbols are set correctly when it does these instantiation compilations, if preprocessing symbols are set other than on the command line.

- Borland's C++ compiler instantiates everything referenced in a compilation, then uses a special linker to remove duplicate definitions of instantiated functions.

If you are using Borland's compiler you must make sure that every compilation sees all the source code it needs to instantiate all the template entities referenced in that compilation. That is, one cannot refer to a template entity in a source file if a definition for that entity is not included by that source file. In practice, this means that either all the definition code is put directly in the `.h` files, or that each `.h` file includes an associated `.cc` (actually, `.cpp`) file.

This scheme is straightforward, and works well for small programs. For large systems, however, it tends to produce very large object files, because each object file must contain object code (and symbolic debugging information) for each template entity it references.

² The actual implementation allows for several different suffixes and provides a command-line option to change the suffixes sought.

Our approach is a little different. It requires that, for each instantiation required, there is some (normal, top-level, explicitly-compiled) source file that contains the definition of the template entity, a reference that causes the instantiation, and the declarations of any types required for the instantiation.³ This requirement can be met in various ways:

- The Borland convention: each `.h` file that declares a template entity also contains either the definition of the entity or includes another file containing the definition.
- Implicit inclusion: when the compiler sees a template declaration in a `.h` file and discovers a need to instantiate that entity, it is given permission to go off looking for an associated definition file having the same base name and a different suffix, and it implicitly includes that file at the end of the compilation. This method allows most programs written using the *cfront* convention to be compiled with our approach. See the section on implicit inclusion.
- The ad hoc approach: you make sure that the files that define template entities also have the definitions of all the available types, and add code or pragmas in those files to request instantiation of the entities there.

Our compiler's automatic instantiation method works as follows:

1. The first time the source files of a program are compiled, no template entities are instantiated. However, the generated object files contain information about things that *could* have been instantiated in each compilation. For any source file that makes use of a template instantiation an associated `.ii` file is created if one does not already exist (e.g., the compilation of `abc.cc` would result in the creation of `abc.ii`).
2. When the object files are linked together, a program called the *prelinker*, **prelk166**, is run. It examines the object files, looking for references and definitions of template entities, and for the added information about entities that could be instantiated.

³ Isn't this always the case? No. Suppose that file A contains a definition of class X and a reference to `Stack<X>::push`, and that file B contains the definition for the member function `push`. There would be no file containing both the definition of `push` and the definition of X.

3. If the prelinker finds a reference to a template entity for which there is no definition anywhere in the set of object files, it looks for a file that indicates that it could instantiate that template entity. When it finds such a file, it assigns the instantiation to it. The set of instantiations assigned to a given file is recorded in the associated instantiation request file (with, by default, a `.ii` suffix).
4. The prelinker then executes the compiler again to recompile each file for which the `.ii` file was changed. The original compilation command-line options (saved in the template information file) are used for the recompilation.
5. When the compiler compiles a file, it reads the `.ii` file for that file and obeys the instantiation requests therein. It produces a new object file containing the requested template entities (and all the other things that were already in the object file).
6. The prelinker repeats steps 3–5 until there are no more instantiations to be adjusted.
7. The object files are linked together.

Once the program has been linked correctly, the `.ii` files contain a complete set of instantiation assignments. From then on, whenever source files are recompiled, the compiler will consult the `.ii` files and do the indicated instantiations as it does the normal compilations. That means that, except in cases where the set of required instantiations changes, the prelink step from then on will find that all the necessary instantiations are present in the object files and no instantiation assignment adjustments need be done. That's true even if the entire program is recompiled.

If you provide a specialization of a template entity somewhere in the program, the specialization will be seen as a definition by the prelinker. Since that definition satisfies whatever references there might be to that entity, the prelinker will see no need to request an instantiation of the entity. If you add a specialization to a program that has previously been compiled, the prelinker will notice that too and remove the assignment of the instantiation from the proper `.ii` file.

The `.ii` files should not, in general, require any manual intervention. One exception: if a definition is changed in such a way that some instantiation no longer compiles (it gets errors), and at the same time a specialization is added in another file, and the first file is being recompiled before the specialization file and is getting errors, the `.ii` file for the file getting the errors must be deleted manually to allow the prelinker to regenerate it.

If you supplied the **-v** option to the control program **cc166**, and the prelinker changes an instantiation assignment, the prelinker will issue messages like:

```
C++ prelinker: A<int>::f() assigned to file test.o
C++ prelinker: executing: cc166 -c test.cc
```

The automatic instantiation scheme can coexist with partial explicit control of instantiation by you through the use of pragmas or command-line specification of the instantiation mode. See the following sections.

Instantiations are normally generated as part of the object file of the translation unit in which the instantiations are performed. But when "one instantiation per object" mode is specified, each instantiation is placed in its own object file. One-instantiation-per-object mode is useful when generating libraries that need to include copies of the instances referenced from the library. If each instance is not placed in its own object file, it may be impossible to link the library with another library containing some of the same instances. Without this feature it is necessary to create each individual instantiation object file using the manual instantiation mechanism.

The automatic instantiation mode is enabled by default. It can be turned off by the command-line option **--no_auto_instantiation**. If automatic instantiation is turned off, the extra information about template entities that could be instantiated in a file is not put into the object file.

3.5.2 INSTANTIATION MODES

Normally, when a file is compiled, no template entities are instantiated (except those assigned to the file by automatic instantiation). The overall instantiation mode can, however, be changed by a command line option:

--instantiate none

Do not automatically create instantiations of any template entities. This is the default. It is also the usually appropriate mode when automatic instantiation is done.

--instantiate used

Instantiate those template entities that were used in the compilation. This will include all static data members for which there are template definitions.

--instantiate all

Instantiate all template entities declared or referenced in the compilation unit. For each fully instantiated template class, all of its member functions and static data members will be instantiated whether or not they were used. Non-member template functions will be instantiated even if the only reference was a declaration.

--instantiate local

Similar to **--instantiate used** except that the functions are given internal linkage. This is intended to provide a very simple mechanism for those getting started with templates. The compiler will instantiate the functions that are used in each compilation unit as local functions, and the program will link and run correctly (barring problems due to multiple copies of local static variables.) However, one may end up with many copies of the instantiated functions, so this is not suitable for production use. **--instantiate local** can not be used in conjunction with automatic template instantiation. If automatic instantiation **--instantiate local** option. If automatic instantiation is not enabled by default, use of **--instantiate local** and **--auto_instantiation** is an error.

In the case where the **cc166** command is given a single file to compile and link, e.g.,

```
cc166 test.cc
```

the compiler knows that all instantiations will have to be done in the single source file. Therefore, it uses the **--instantiate used** mode and suppresses automatic instantiation.

3.5.3 INSTANTIATION #PRAGMA DIRECTIVES

Instantiation pragmas can be used to control the instantiation of specific template entities or sets of template entities. There are three instantiation pragmas:

- The **instantiate** pragma causes a specified entity to be instantiated.
- The **do_not_instantiate** pragma suppresses the instantiation of a specified entity. It is typically used to suppress the instantiation of an entity for which a specific definition will be supplied.

- The **can_instantiate** pragma indicates that a specified entity can be instantiated in the current compilation, but need not be; it is used in conjunction with automatic instantiation, to indicate potential sites for instantiation if the template entity turns out to be required.

The argument to the instantiation pragma may be:

a template class name	<code>A<int></code>
a template class declaration	<code>class A<int></code>
a member function name	<code>A<int>::f</code>
a static data member name	<code>A<int>::i</code>
a static data declaration	<code>int A<int>::i</code>
a member function declaration	<code>void A<int>::f(int, char)</code>
a template function declaration	<code>char* f(int, float)</code>

A pragma in which the argument is a template class name (e.g., `A<int>` or `class A<int>`) is equivalent to repeating the pragma for each member function and static data member declared in the class. When instantiating an entire class a given member function or static data member may be excluded using the **do_not_instantiate** pragma. For example,

```
#pragma instantiate A<int>
#pragma do_not_instantiate A<int>::f
```

The template definition of a template entity must be present in the compilation for an instantiation to occur. If an instantiation is explicitly requested by use of the **instantiate** pragma and no template definition is available or a specific definition is provided, an error is issued.

```
template <class T> void f1(T); // No body provided
template <class T> void g1(T); // No body provided
```

```

void f1(int) {} // Specific definition
void main()
{
    int      i;
    double   d;
    f1(i);
    f1(d);
    g1(i);
    g1(d);
}

#pragma instantiate void f1(int)    // error - specific
                                   // definition
#pragma instantiate void g1(int)    // error - no body
                                   // provided

```

`f1(double)` and `g1(double)` will not be instantiated (because no bodies were supplied) but no errors will be produced during the compilation (if no bodies are supplied at link time, a linker error will be produced).

A member function name (e.g., `A<int>::f`) can only be used as a `pragma` argument if it refers to a single user defined member function (i.e., not an overloaded function). Compiler-generated functions are not considered, so a name may refer to a user defined constructor even if a compiler-generated copy constructor of the same name exists. Overloaded member functions can be instantiated by providing the complete member function declaration, as in

```
#pragma instantiate char* A<int>::f(int, char*)
```

The argument to an instantiation `pragma` may not be a compiler-generated function, an inline function, or a pure virtual function.

3.5.4 IMPLICIT INCLUSION

When implicit inclusion is enabled, the C++ compiler is given permission to assume that if it needs a definition to instantiate a template entity declared in a `.h` file it can implicitly include the corresponding `.cc` file to get the source code for the definition. For example, if a template entity `ABC::f` is declared in file `xyz.h`, and an instantiation of `ABC::f` is required in a compilation but no definition of `ABC::f` appears in the source code processed by the compilation, the compiler will look to see if a file `xyz.cc` exists, and if so it will process it as if it were included at the end of the main source file.

To find the template definition file for a given template entity the C++ compiler needs to know the full path name of the file in which the template was declared and whether the file was included using the system include syntax (e.g., `#include <file.h>`). This information is not available for preprocessed source containing `#line` directives. Consequently, the C++ compiler will not attempt implicit inclusion for source code containing `#line` directives.

By default, the list of definition-file suffixes tried is `.cc`, `.cpp`, and `.cxx`. If `-c++` is supplied to the control program **cc166**, `.c` is also used as C++ file.

Implicit inclusion works well alongside automatic instantiation, but the two are independent. They can be enabled or disabled independently, and implicit inclusion is still useful when automatic instantiation is not done.

The implicit inclusion mode can be turned on by the command-line option **--implicit_include**.

Implicit inclusions are only performed during the normal compilation of a file, (i.e., not when doing only preprocessing). A common means of investigating certain kinds of problems is to produce a preprocessed source file that can be inspected. When using implicit inclusion it is sometimes desirable for the preprocessed source file to include any implicitly included files. This may be done using the **--no_preproc_only** command line option. This causes the preprocessed output to be generated as part of a normal compilation. When implicit inclusion is being used, the implicitly included files will appear as part of the preprocessed output in the precise location at which they were included in the compilation.

3.6 PREDEFINED MACROS

The C++ compiler defines a number of preprocessing macros. Many of them are only defined under certain circumstances. This section describes the macros that are provided and the circumstances under which they are defined.

All C predefined macros are also defined.

`__STDC__` Defined in ANSI C mode and in C++ mode. In C++ mode the value may be redefined. Not defined when embedded C++ is used.

`__FILE__` "current source filename"

`__LINE__` current source line number (int type)

`__TIME__` "hh:mm:ss"

`__DATE__` "Mmm dd yyyy"

`__MODEL` identifies for which memory model the module is compiled.

`__cplusplus` Defined in C++ mode.

`c_plusplus` Defined in default C++ mode, but not in strict mode.

`__STDC_VERSION__`
Defined in ANSI C mode with the value 199409L. The name of this macro, and its value, are specified in Normative Addendum 1 of the ISO C Standard.

`__SIGNED_CHARS__`
Defined when plain `char` is signed. This is used in the `<limits.h>` header file to get the proper definitions of `CHAR_MAX` and `CHAR_MIN`.

`__WCHAR_T` Defined in C++ mode when `wchar_t` is a keyword.

`__BOOL` Defined in C++ mode when `bool` is a keyword.

`__ARRAY_OPERATORS`
Defined in C++ mode when `array new` and `delete` are enabled.

`__EXCEPTIONS`
Defined in C++ mode when exception handling is enabled.

- `__RTTI` Defined in C++ mode when RTTI is enabled.
- `__PLACEMENT_DELETE`
Defined in C++ mode when placement delete is enabled.
- `__NAMESPACES`
Defined in C++ mode when namespaces are supported
(**--namespaces**).
- `__TSW_RUNTIME_USES_NAMESPACES`
Defined in C++ mode when the configuration flag
`RUNTIME_USES_NAMESPACES` is TRUE. The name of this
predefined macro is specified by a configuration flag.
`__EDG_RUNTIME_USES_NAMESPACES` is the default.
- `__TSW_IMPLICIT_USING_STD`
Defined in C++ mode when the configuration flag
`RUNTIME_USES_NAMESPACES` is TRUE and when the
standard header files should implicitly do a using-directive
on the `std` namespace (**--using_std**).
- `__TSW_CPP__`
Always defined.
- `__TSW_CPP_VERSION__`
Defined to an integral value that represents the version
number of the C++ front end. For example, version 2.37 is
represented as 237.
- `__embedded_cplusplus`
Defined as 1 in Embedded C++ mode.

3.7 PRECOMPILED HEADERS

It is often desirable to avoid recompiling a set of header files, especially when they introduce many lines of code and the primary source files that `#include` them are relatively small. The C++ compiler provides a mechanism for, in effect, taking a snapshot of the state of the compilation at a particular point and writing it to a disk file before completing the compilation; then, when recompiling the same source file or compiling another file with the same set of header files, it can recognize the "snapshot point", verify that the corresponding precompiled header (PCH) file is reusable, and read it back in. Under the right circumstances, this can produce a dramatic improvement in compilation time; the trade-off is that PCH files can take a lot of disk space.

3.7.1 AUTOMATIC PRECOMPILED HEADER PROCESSING

When `--pch` appears on the command line, automatic precompiled header processing is enabled. This means the C++ compiler will automatically look for a qualifying precompiled header file to read in and/or will create one for use on a subsequent compilation.

The PCH file will contain a snapshot of all the code preceding the "header stop" point. The header stop point is typically the first token in the primary source file that does not belong to a preprocessing directive, but it can also be specified directly by `#pragma hdrstop` (see below) if that comes first. For example:

```
#include "xxx.h"
#include "yyy.h"
int i;
```

The header stop point is `int` (the first non-preprocessor token) and the PCH file will contain a snapshot reflecting the inclusion of `xxx.h` and `yyy.h`. If the first non-preprocessor token or the `#pragma hdrstop` appears within a `#if` block, the header stop point is the outermost enclosing `#if`. To illustrate, heres a more complicated example:

```
#include "xxx.h"
#ifndef YYY_H
#define YYY_H 1
#include "yyy.h"
#endif
#if TEST
int i;
#endif
```

Here, the first token that does not belong to a preprocessing directive is again `int`, but the header stop point is the start of the `#if` block containing it. The PCH file will reflect the inclusion of `xxx.h` and conditionally the definition of `YYY_H` and inclusion of `yyy.h`; it will not contain the state produced by `#if TEST`.

A PCH file will be produced only if the header stop point and the code preceding it (mainly, the header files themselves) meet certain requirements:

- The header stop point must appear at file scope — it may not be within an unclosed scope established by a header file. For example, a PCH file will not be created in this case:

```
// xxx.h
class A {

// xxx.C
#include "xxx.h"
int i; };
```

- The header stop point may not be inside a declaration started within a header file, nor (in C++) may it be part of a declaration list of a linkage specification. For example, in the following case the header stop point is `int`, but since it is not the start of a new declaration, no PCH file will be created:

```
// yyy.h
static

// yyy.C
#include "yyy.h"
int i;
```

- Similarly, the header stop point may not be inside a `#if` block or a `#define` started within a header file.

- The processing preceding the header stop must not have produced any errors. (Note: warnings and other diagnostics will not be reproduced when the PCH file is reused.)
- No references to predefined macros `__DATE__` or `__TIME__` may have appeared.
- No use of the `#line` preprocessing directive may have appeared.
- **#pragma no_pch** (see below) must not have appeared.
- The code preceding the header stop point must have introduced a sufficient number of declarations to justify the overhead associated with precompiled headers. The minimum number of declarations required is 1.

When the host system does not support memory mapping, so that everything to be saved in the precompiled header file is assigned to preallocated memory (MS-Windows), two additional restrictions apply:

- The total memory needed at the header stop point cannot exceed the size of the block of preallocated memory.
- No single program entity saved can exceed 16384, the preallocation unit.

When a precompiled header file is produced, it contains, in addition to the snapshot of the compiler state, some information that can be checked to determine under what circumstances it can be reused. This includes:

- The compiler version, including the date and time the compiler was built.
- The current directory (i.e., the directory in which the compilation is occurring).
- The command line options.
- The initial sequence of preprocessing directives from the primary source file, including `#include` directives.
- The date and time of the header files specified in `#include` directives.

This information comprises the PCH prefix. The prefix information of a given source file can be compared to the prefix information of a PCH file to determine whether the latter is applicable to the current compilation.

As an illustration, consider two source files:

```
// a.cc
#include "xxx.h"
...                // Start of code
// b.cc
#include "xxx.h"
...                // Start of code
```

When `a.cc` is compiled with **--pch**, a precompiled header file named `a.pch` is created. Then, when `b.cc` is compiled (or when `a.cc` is recompiled), the prefix section of `a.pch` is read in for comparison with the current source file. If the command line options are identical, if `xxx.h` has not been modified, and so forth, then, instead of opening `xxx.h` and processing it line by line, the C++ compiler reads in the rest of `a.pch` and thereby establishes the state for the rest of the compilation.

It may be that more than one PCH file is applicable to a given compilation. If so, the largest (i.e., the one representing the most preprocessing directives from the primary source file) is used. For instance, consider a primary source file that begins with

```
#include "xxx.h"
#include "yyy.h"
#include "zzz.h"
```

If there is one PCH file for `xxx.h` and a second for `xxx.h` *and* `yyy.h`, the latter will be selected (assuming both are applicable to the current compilation). Moreover, after the PCH file for the first two headers is read in and the third is compiled, a new PCH file for all three headers may be created.

When a precompiled header file is created, it takes the name of the primary source file, with the suffix replaced by an implementation-specified suffix (`pch` by default). Unless **--pch_dir** is specified (see below), it is created in the directory of the primary source file.

When a precompiled header file is created or used, a message such as

```
"test.cc": creating precompiled header file "test.pch"
```

is issued. The user may suppress the message by using the command-line option **--no_pch_messages**.

In automatic mode (i.e., when **--pch** is used) the C++ compiler will deem a precompiled header file obsolete and delete it under the following circumstances:

- if the precompiled header file is based on at least one out-of-date header file but is otherwise applicable for the current compilation; or
- if the precompiled header file has the same base name as the source file being compiled (e.g., `xxx.pch` and `xxx.cc`) but is not applicable for the current compilation (e.g., because of different command-line options).

This handles some common cases; other PCH file clean-up must be dealt with by other means (e.g., by the user).

Support for precompiled header processing is not available when multiple source files are specified in a single compilation: an error will be issued and the compilation aborted if the command line includes a request for precompiled header processing and specifies more than one primary source file.

3.7.2 **MANUAL PRECOMPILED HEADER PROCESSING**

Command-line option **--create_pch** *file-name* specifies that a precompiled header file of the specified name should be created.

Command-line option **--use_pch** *file-name* specifies that the indicated precompiled header file should be used for this compilation; if it is invalid (i.e., if its prefix does not match the prefix for the current primary source file), a warning will be issued and the PCH file will not be used.

When either of these options is used in conjunction with **--pch_dir**, the indicated file name (which may be a path name) is tacked on to the directory name, unless the file name is an absolute path name.

The **--create_pch**, **--use_pch**, and **--pch** options may not be used together. If more than one of these options is specified, only the last one will apply. Nevertheless, most of the description of automatic PCH processing applies to one or the other of these modes — header stop points are determined the same way, PCH file applicability is determined the same way, and so forth.

3.7.3 OTHER WAYS TO CONTROL PRECOMPILED HEADERS

There are several ways in which the user can control and/or tune how precompiled headers are created and used.

- **#pragma hdrstop** may be inserted in the primary source file at a point prior to the first token that does not belong to a preprocessing directive. It enables you to specify where the set of header files subject to precompilation ends. For example,

```
#include "xxx.h"
#include "yyy.h"
#pragma hdrstop
#include "zzz.h"
```

Here, the precompiled header file will include processing state for `xxx.h` and `yyy.h` but not `zzz.h`. (This is useful if the user decides that the information added by what follows the **#pragma hdrstop** does not justify the creation of another PCH file.)

- **#pragma no_pch** may be used to suppress precompiled header processing for a given source file.
- Command-line option **--pch_dir** *directory-name* is used to specify the directory in which to search for and/or create a PCH file.

Moreover, when the host system does not support memory mapping and preallocated memory is used instead, then one of the command-line options **--pch**, **--create_pch**, or **--use_pch**, if it appears at all, must be the *first* option on the command line.

3.7.4 PERFORMANCE ISSUES

The relative overhead incurred in writing out and reading back in a precompiled header file is quite small for reasonably large header files.

In general, it does not cost much to write a precompiled header file out even if it does not end up being used, and if it *is* used it almost always produces a significant speedup in compilation. The problem is that the precompiled header files can be quite large (from a minimum of about 250K bytes to several megabytes or more), and so one probably does not want many of them sitting around.

Thus, despite the faster recompilations, precompiled header processing is not likely to be justified for an arbitrary set of files with nonuniform initial sequences of preprocessing directives. Rather, the greatest benefit occurs when a number of source files can share the same PCH file. The more sharing, the less disk space is consumed. With sharing, the disadvantage of large precompiled header files can be minimized, without giving up the advantage of a significant speedup in compilation times.

Consequently, to take full advantage of header file precompilation, users should expect to reorder the `#include` sections of their source files and/or to group `#include` directives within a commonly used header file.

Below is an example of how this can be done. A common idiom is this:

```
#include "comnfile.h"
#pragma hdrstop
#include ...
```

where `comnfile.h` pulls in, directly and indirectly, a few dozen header files; the `#pragma hdrstop` is inserted to get better sharing with fewer PCH files. The PCH file produced for `comnfile.h` can be a bit over a megabyte in size. Another idiom, used by the source files involved in declaration processing, is this:

```
#include "comnfile.h"
#include "decl_hdrs.h"
#pragma hdrstop
#include ...
```

`decl_hdrs.h` pulls in another dozen header files, and a second, somewhat larger, PCH file is created. In all, the source files of a particular program can share just a few precompiled header files. If disk space were at a premium, you could decide to make `comnfile.h` pull in *all* the header files used — then, a single PCH file could be used in building the program.

Different environments and different projects will have different needs, but in general, users should be aware that making the best use of the precompiled header support will require some experimentation and probably some minor changes to source code.

3.8 PROHIBITED C166 OPTIMIZATIONS

This section describes additional remarks which apply when compiling the C166/ST10 C code generated by **cp166** using **c166**.

3.8.1 'MAIN' LABELS IN A C++ APPLICATION

The symbol `'_main'` is generated by **c166** when compiling the `main()` function coded by the user in the application.

The symbol `'__main'` is generated by **cp166** when the `__main()` function is called. This function is part of the C++ library and is automatically called by the `main()` function for C++ initialization purposes. The function `'__main_called_more_than_once()'` is used to prevent multiple instantiations of the `__main()` function, thus preventing multiple initializations.

3.8.2 PROHIBITED C166 OPTIMIZATIONS

The **-Ot** optimization cannot be used when compiling the C166/ST10 C code generated by **cp166**.

With **-Ot**, tentative declarations (such as `int i;`) are turned into defining occurrences (e.g. `int i=0;`). This mechanism is used by **cp166** and will therefore generate an error when compiled with **c166** using the **-Ot** option.

LANGUAGE

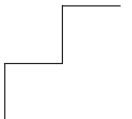
CHAPTER

4

COMPILER USE



TASKING



4

CHAPTER

4.1 INVOCATION

The invocation syntax of the C++ compiler is:

```
cp166 [option]... file
```



When you use a **UNIX** shell (Bourne shell, C-shell), arguments containing special characters (such as '(' and '?') must be enclosed with " " or escaped. The -? option (in the C-shell) becomes: "-?" or -\?.

The C++ compiler accepts a C++ source file name and command line options in random order. A C++ source file must have a .cc, .cxx or .cpp suffix.

Command line options may be specified using either single character option codes (e.g., -o), or keyword options (e.g., --output). A single character option specification consists of a hyphen '-' followed by one or more option characters (e.g., -Ab). If an option requires an argument, the argument may immediately follow the option letter, or may be separated from the option letter by white space. A keyword option specification consists of two hyphens followed by the option keyword (e.g., --strict). Keyword options may be abbreviated by specifying as many of the leading characters of the option name as are needed to uniquely identify an option name (for example, the --wchar_t_keyword option may be abbreviated as --wc). Note that this is not supported by the control program! If an option requires an argument, the argument may be separated from the keyword by white space, or the keyword may be immediately followed by =option. When the second form is used there may not be any white space on either side of the equals sign.

The priority of the options is left-to-right: when two options conflict, the first (most left) one takes effect. The -D and -U options are not considered conflicting options, so they are processed left-to-right for each source file. You can overrule the default output file name with the --gen_c_file_name option.

A summary of the options is given below. The next section describes the options in more detail.

Option	Description
-?	Display invocation syntax
--alternative_tokens	Enable or disable recognition of alternative tokens
--no_alternative_tokens	

Option	Description
--anachronisms --no_anachronisms	Enable or disable anachronisms
--arg_dep_lookup --no_arg_dep_lookup	Perform argument dependent lookup of unqualified function names
--array_new_and_delete --no_array_new_and_delete	Enable or disable support for array new and delete
--auto_instantiation --no_auto_instantiation -T	Enable or disable automatic instantiation of templates
--bool --no_bool	Enable or disable recognition of <code>bool</code>
--brief_diagnostics --no_brief_diagnostics	Enable or disable a shorter form of diagnostic output
--cfront_2.1 -b	Compile C++ compatible with cfront version 2.1
--cfront_3.0	Compile C++ compatible with cfront version 3.0
--class_name_injection --no_class_name_injection	Add class name to the scope of the class
--comments -C	Keep comments in the preprocessed output
--const_string_literals --no_const_string_literals	Make string literals <code>const</code>
--create_pch file	Create a precompiled header file with the specified name
--define_macro macro[=def] -Dmacro[=def]	Define preprocessor <i>macro</i>
--dependencies -M	Preprocess only. Emit dependencies for make
--diag_suppress tag[,tag]... --diag_remark tag[,tag]... --diag_warning tag[,tag]... --diag_error tag[,tag]...	Override normal error severity

Option	Description
--display_error_number	Display error number in diagnostic messages
--distinct_template_signatures --no_distinct_template_signatures	Disallow or allow normal functions as template instantiation
--dollar -\$	Accept dollar signs in identifiers
--early_tiebreaker	Early handling of tie-breakers in overload resolution
--embedded --no_embedded	Enable or disable support for embedded C++ language extension keywords
--embedded_c++	Enable the diagnostics of noncompliance with the "Embedded C++" subset
--enum_overloading --no_enum_overloading	Enable or disable operator functions to overload builtin operators on enum-typed operands
--error_limit <i>number</i> -enumber	Specify maximum <i>number</i> of errors
--error_output <i>efile</i>	Send diagnostics to error list file
--exceptions --no_exceptions -x	Enable or disable support for exception handling
--explicit --no_explicit	Enable or disable support for the <code>explicit</code> specifier on constructor declarations
--extern_inline --no_extern_inline	Enable or disable inline function with external C++ linkage
--force_vtbl	Force definition of virtual function tables
--for_init_diff_warning --no_for_init_diff_warning	Enable or disable warning when old-style <code>for</code> -scoping is used

Option	Description
--friend_injection --no_friend_injection	Control the visibility of friend declarations
--gen_c_file_name <i>file</i>	Specify name of generated C output <i>file</i>
--guiding_decls --no_guiding_decls	Enable or disable recognition of "guiding declarations" of template functions
--implicit_extern_c_type_conversion --no_implicit_extern_c_type_conversion	Enable or disable implicit type conversion between external C and C++ function pointers
--implicit_include --no_implicit_include -B	Enable or disable implicit inclusion of source files as a method of finding definitions of template entities to be instantiated
--implicit_typename --no_implicit_typename	Enable or disable implicit determination, from context, whether a template parameter dependent name is a type or nontype
--incl_suffixes <i>suffixes</i>	Set the valid suffixes for include files
--include_directory <i>dir</i> -I <i>dir</i>	Look in directory <i>dir</i> for include files
--inlining --no_inlining	Enable or disable minimal inlining of function calls
--instantiate <i>mode</i> -t <i>mode</i>	Control instantiation of external template entities
--instantiation_dir <i>dir</i>	Write instantiation files to <i>dir</i>
--late_tiebreaker	Late handling of tie-breakers in overload resolution
--list <i>lfile</i> -L <i>lfile</i>	Generate raw list file <i>lfile</i>
--long_lifetime_temps --short_lifetime_temps	Select lifetime for temporaries

Option	Description
--long_preserving_rules --no_long_preserving_rules	Enable or disable K&R arithmetic conversion rules for longs
-M[t s m l]	Select memory model: tiny, small, medium or large
--namespaces --no_namespaces	Enable or disable the support for namespaces
--new_for_init	New-style <code>for</code> -scoping rules
--no_code_gen -n	Do syntax checking only
--no_line_commands -P	Preprocess only. Remove line control information and comments
--nonconst_ref_anachronism --no_nonconst_ref_anachronism	Enable or disable the anachronism of allowing a reference to <code>nonconst</code> to bind to a class rvalue of the right type
--nonstd_qualifier_deduction --no_nonstd_qualifier_deduction	Use (or do not use) a non-standard template argument deduction method
--nonstd_using_decl --no_nonstd_using_decl	Allow or disallow unqualified name in non-member using declaration
--no_preproc_only	Specify that a full compilation should be done (not just preprocessing)
--no_use_before_set_warnings -j	Suppress warnings on local automatic variables that are used before their values are set
--no_warnings -w	Suppress all warning messages
--old_for_init	Old-style <code>for</code> -scoping rules
--old_line_commands	Put out line control information in the form <code># nnn</code> instead of <code>#line nnn</code>
--old_specializations --no_old_specializations	Enable or disable old-style template specialization
--old_style_preprocessing	Forces pcc style preprocessing
--one_instantiation_per_object	Create separate instantiation files

Option	Description
--output <i>file</i> -o <i>file</i>	Specify name of preprocess or intermediate output <i>file</i>
--pch	Automatically use and/or create a precompiled header file
--pch_dir <i>dir</i>	Specify directory <i>dir</i> in which to search for and/or create a precompiled header file
--pch_messages --no_pch_messages	Enable or disable the display of a message indicating that a precompiled header file was created or used in the current compilation
--pending_instantiations <i>n</i>	Maximum number of instantiations for a single template (default 64)
--preinclude <i>file</i>	Include <i>file</i> at the beginning of the compilation
--preprocess -E	Preprocess only. Keep line control information and remove comments
--remarks -r	Issue remarks
--remove_unneeded_entities --no_remove_unneeded_entities	Enable or disable the removal of unneeded entities from the generated intermediate C file
--rtti --no_rtti	Enable or disable support for RTTI (run-time type information)
--signed_chars -s	Treat all 'char' variables as signed
--special_subscript_cost --no_special_subscript_cost	Enable or disable a special nonstandard weighting of the conversion to the integral operand of the [] operator in overload resolution.
--strict -A	Strict ANSI C++. Issue errors on non-ANSI features

Option	Description
--strict_warnings -a	Strict ANSI C++. Issue warnings on non-ANSI features
--suppress_vtbl	Suppress definition of virtual function tables
--sys_include <i>dir</i>	Look in directory <i>dir</i> for system include files
--timing -#	Generate compilation timing information
--trace_includes -H	Preprocess only. Generate list of included files
--tsw_diagnostics --no_tsw_diagnostics	Enable or disable TASKING style diagnostic messages
--typename --no_typename	Enable or disable recognition of <code>typename</code>
--undefine_macro <i>macro</i> -U <i>macro</i>	Remove preprocessor <i>macro</i>
--unsigned_chars -u	Treat all 'char' variables as unsigned
--use_pch <i>file</i>	Use a precompiled header file of the specified name
--using_std --no_using_std	Enable or disable implicit use of the <code>std</code> namespace when standard header files are included
--version -V -v	Display version header only
--wchar_t_keyword --no_wchar_t_keyword	Enable or disable recognition of <code>wchar_t</code> as a keyword

Option	Description
--wrap_diagnostics --no_wrap_diagnostics	Enable or disable wrapping of diagnostic messages
--xref xfile -X xfile	Generate cross-reference file <i>xfile</i>

Table 4-1: Compiler options (alphabetical)

Description	Option
Include options	
Look in <i>dir</i> for include files	--include_directory dir -I dir
Look in <i>dir</i> for system include files	--sys_include dir
Set the valid suffixes for include files	--incl_suffixes suffixes
Include <i>file</i> at the beginning of the compilation	--preinclude file
Preprocess options	
Preprocess only. Keep line control information and remove comments	--preprocess -E
Preprocess only. Remove line control information and comments	--no_line_commands -P
Keep comments in the preprocessed output	--comments -C
Put out line control information in the form # <i>nnn</i> instead of #line <i>nnn</i>	--old_line_commands
Forces pcc style preprocessing	--old_style_preprocessing
Preprocess only. Emit dependencies for make	--dependencies -M
Preprocess only. Generate list of included files	--trace_includes -H
Define preprocessor <i>macro</i>	--define_macro macro[=def] -Dmacro[=def]
Remove preprocessor <i>macro</i>	--undefine_macro macro -Umacro
Do syntax checking only	--no_code_gen -n

Description	Option
Specify that a full compilation should be done (not just preprocessing)	<code>--no_preproc_only</code>
Language control options	
Strict ANSI C++. Issue errors on non-ANSI features	<code>--strict</code> <code>-A</code>
Strict ANSI C++. Issue warnings on non-ANSI features	<code>--strict_warnings</code> <code>-a</code>
Select memory model: tiny, small, medium or large	<code>-M[t s m l]</code>
Compile C++ compatible with cfront version 2.1	<code>--cfront_2.1</code> <code>-b</code>
Compile C++ compatible with cfront version 3.0	<code>--cfront_3.0</code>
Accept dollar signs in identifiers	<code>--dollar</code> <code>-\$</code>
Treat all 'char' variables as signed	<code>--signed_chars</code> <code>-s</code>
Treat all 'char' variables as unsigned	<code>--unsigned_chars</code> <code>-u</code>
Enable or disable K&R arithmetic conversion rules for longs	<code>--long_preserving_rules</code> <code>--no_long_preserving_rules</code>
Make string literals <code>const</code>	<code>--const_string_literals</code> <code>--no_const_string_literals</code>
Enable or disable support for exception handling	<code>--exceptions</code> <code>--no_exceptions</code> <code>-x</code>
Enable the diagnostics of noncompliance with the "Embedded C++" subset	<code>--embedded_c++</code>
Enable or disable support for embedded C++ language extension keywords	<code>--embedded</code> <code>--no_embedded</code>
Enable or disable operator functions to overload builtin operators on enum-typed operands	<code>--enum_overloading</code> <code>--no_enum_overloading</code>
Enable or disable support for the <code>explicit</code> specifier on constructor declarations	<code>--explicit</code> <code>--no_explicit</code>

Description	Option
Enable or disable inline function with external C++ linkage	<code>--extern_inline</code> <code>--no_extern_inline</code>
Enable or disable implicit type conversion between external C and C++ function pointers	<code>--implicit_extern_c_type_conversion</code> <code>--no_implicit_extern_c_type_conversion</code>
Suppress definition of virtual function tables	<code>--suppress_vtbl</code>
Force definition of virtual function tables	<code>--force_vtbl</code>
Enable or disable anachronisms	<code>--anachronisms</code> <code>--no_anachronisms</code>
Enable or disable the anachronism of allowing a reference to nonconst to bind to a class rvalue of the right type	<code>--nonconst_ref_anachronism</code> <code>--no_nonconst_ref_anachronism</code>
Use (or do not use) a non-standard template argument deduction method	<code>--nonstd_qualifier_deduction</code> <code>--no_nonstd_qualifier_deduction</code>
Allow or disallow unqualified name in non-member using declaration	<code>--nonstd_using_decl</code> <code>--no_nonstd_using_decl</code>
Perform argument dependent lookup of unqualified function names	<code>--arg_dep_lookup</code> <code>--no_arg_dep_lookup</code>
Add class name to the scope of the class	<code>--class_name_injection</code> <code>--no_class_name_injection</code>
Control the visibility of friend declarations	<code>--friend_injection</code> <code>--no_friend_injection</code>
Early or late handling of tie-breakers in overload resolution	<code>--early_tiebreaker</code> <code>--late_tiebreaker</code>
Enable or disable support for array new and delete	<code>--array_new_and_delete</code> <code>--no_array_new_and_delete</code>
Enable or disable support for namespaces	<code>--namespaces</code> <code>--no_namespaces</code>
New-style <code>for</code> -scoping rules	<code>--new_for_init</code>
Old-style <code>for</code> -scoping rules	<code>--old_for_init</code>
Enable or disable implicit use of the <code>std</code> namespace when standard header files are included	<code>--using_std</code> <code>--no_using_std</code>
Enable or disable support for RTTI (run-time type information)	<code>--rtti</code> <code>--no_rtti</code>

Description	Option
Enable or disable recognition of <code>bool</code>	<code>--bool</code> <code>--no_bool</code>
Enable or disable recognition of <code>typename</code>	<code>--typename</code> <code>--no_typename</code>
Enable or disable implicit determination, from context, whether a template parameter dependent name is a type or nontype	<code>--implicit_typename</code> <code>--no_implicit_typename</code>
Enable or disable a special nonstandard weighting of the conversion to the integral operand of the <code>[]</code> operator in overload resolution.	<code>--special_subscript_cost</code> <code>--no_special_subscript_cost</code>
Enable or disable recognition of <code>wchar_t</code> as a keyword	<code>--wchar_t_keyword</code> <code>--no_wchar_t_keyword</code>
Select lifetime for temporaries	<code>--long_lifetime_temps</code> <code>--short_lifetime_temps</code>
Enable or disable recognition of alternative tokens	<code>--alternative_tokens</code> <code>--no_alternative_tokens</code>
Enable or disable minimal inlining of function calls	<code>--inlining</code> <code>--no_inlining</code>
Enable or disable the removal of unneeded entities from the generated intermediate C file	<code>--remove_unneeded_entities</code> <code>--no_remove_unneeded_entities</code>
Template instantiation options	
Control instantiation of external template entities	<code>--instantiate mode</code> <code>-t mode</code>
Enable or disable automatic instantiation of templates	<code>--auto_instantiation</code> <code>--no_auto_instantiation</code> <code>-T</code>
Create separate instantiation files	<code>--one_instantiation_per_object</code>
Write instantiation files to <i>dir</i>	<code>--instantiation_dir dir</code>
Enable or disable implicit inclusion of source files as a method of finding definitions of template entities to be instantiated	<code>--implicit_include</code> <code>--no_implicit_include</code> <code>-B</code>
Maximum number of instantiations for a single template (default 64)	<code>--pending_instantiations n</code>
Dis-allow or allow normal functions as template instantiation	<code>--distinct_template_signatures</code> <code>--no_distinct_template_signatures</code>

Description	Option
Enable or disable recognition of "guiding declarations" of template functions	--guiding_decls --no_guiding_decls
Enable or disable old-style template specialization	--old_specializations --no_old_specializations
Precompiled header options	
Automatically use and/or create a precompiled header file	--pch
Create a precompiled header file with the specified name	--create_pch <i>file</i>
Use a precompiled header file of the specified name	--use_pch <i>file</i>
Specify directory <i>dir</i> in which to search for and/or create a precompiled header file	--pch_dir <i>dir</i>
Enable or disable the display of a message indicating that a precompiled header file was created or used in the current compilation	--pch_messages --no_pch_messages
Output file options	
Specify name of preprocess or intermediate output <i>file</i>	--output <i>file</i> -o <i>file</i>
Specify name of generated C output <i>file</i>	--gen_c_file_name <i>file</i>
Diagnostic options	
Display invocation syntax	-?
Display version header only	--version -V -v
Generate compilation timing information	--timing -#
Send diagnostics to error list file	--error_output <i>efile</i>
Generate raw list file <i>lfile</i>	--list <i>lfile</i> -L <i>lfile</i>
Generate cross-reference file <i>xfile</i>	--xref <i>xfile</i> -X <i>xfile</i>

Description	Option
Override normal error severity	<code>--diag_suppress tag[,tag]...</code> <code>--diag_remark tag[,tag]...</code> <code>--diag_warning tag[,tag]...</code> <code>--diag_error tag[,tag]...</code>
Display error number in diagnostic messages	<code>--display_error_number</code>
Specify maximum <i>number</i> of errors	<code>--error_limit number</code> <code>-enumber</code>
Issue remarks	<code>--remarks</code> <code>-r</code>
Suppress all warning messages	<code>--no_warnings</code> <code>-w</code>
Suppress warnings on local automatic variables that are used before their values are set	<code>--no_use_before_set_warnings</code> <code>-j</code>
Enable or disable a shorter form of diagnostic output	<code>--brief_diagnostics</code> <code>--no_brief_diagnostics</code>
Enable or disable TASKING style diagnostic messages	<code>--tsw_diagnostics</code> <code>--no_tsw_diagnostics</code>
Enable or disable wrapping of diagnostic messages	<code>--wrap_diagnostics</code> <code>--no_wrap_diagnostics</code>
Enable or disable warning when old-style <code>for</code> -scoping is used	<code>--for_init_diff_warning</code> <code>--no_for_init_diff_warning</code>

Table 4-2: Compiler options (functional)

4.1.1 DETAILED DESCRIPTION OF THE COMPILER OPTIONS

Option letters are listed below. If the same option is used more than once, the first (most left) occurrence is used. The placement of command line options is of no importance except for the **-I** option. Some options also have a "no_" form. These options are described together.

-?

Option:

-?

Description:

Display an explanation of options at stdout.

Example:

```
cp166  -?
```

--alternative_tokens

Option:

--alternative_tokens
--no_alternative_tokens

Default:

--alternative_tokens

Description:

Enable or disable recognition of alternative tokens. This controls recognition of the digraph tokens in C++, and controls recognition of the operator keywords (e.g., **not**, **and**, **bitand**, etc.).

Example:

To disable operator keywords (e.g., "not", "and") and digraphs, enter:

```
cp166  --no_alternative_tokens test.cc
```

--anachronisms

Option:

--anachronisms
--no_anachronisms

Default:

--no_anachronisms

Description:

Enable or disable anachronisms.

Example:

```
cp166 --anachronisms test.cc
```



--nonconst_ref_anachronisms,
--cfront_2.1 / -b / --cfront_3.0

Section *Anachronisms Accepted* in chapter *Language Implementation*.

--arg_dep_lookup

Option:

--arg_dep_lookup
--no_arg_dep_lookup

Default:

--arg_dep_lookup

Description:

Controls whether argument dependent lookup of unqualified function names is performed.

Example:

```
cp166 --no_arg_dep_lookup test.cc
```

--array_new_and_delete

Option:

--array_new_and_delete
--no_array_new_and_delete

Default:

--array_new_and_delete

Description:

Enable or disable support for array new and delete.

Example:

```
cp166 --no_array_new_and_delete test.cc
```

--auto_instantiation / -T

Option:

-T / --auto_instantiation
--no_auto_instantiation

Default:

--auto_instantiation

Description:

-T is equivalent to **--auto_instantiation**. Enable or disable automatic instantiation of templates.

Example:

```
cp166 --no_auto_instantiation test.cc
```



--instantiate / -t

Section *Template Instantiation* in chapter *Language Implementation*.

--bool

Option:

--bool
--no_bool

Default:

--bool

Description:

Enable or disable recognition of the `bool` keyword.

Example:

```
cp166 --no_bool test.cc
```

--brief_diagnostics

Option:

--brief_diagnostics
--no_brief_diagnostics

Default:

--brief_diagnostics

Description:

Enable or disable a mode in which a shorter form of the diagnostic output is used. When enabled, the original source line is not displayed and the error message text is not wrapped when too long to fit on a single line.

Example:

```
cp166 --no_brief_diagnostics test.cc
```



--wrap_diagnostics

Chapter *Compiler Diagnostics* and Appendix *Error Messages*.

--cfront_version / -b

Option:

-b / --cfront_2.1
--cfront_3.0

Default:

Normal C++ mode.

Description:

-b is equivalent to **--cfront_2.1**. **--cfront_2.1** or **--cfront_3.0** enable compilation of C++ with compatibility with cfront version 2.1 or 3.0 respectively. This causes the compiler to accept language constructs that, while not part of the C++ language definition, are accepted by the AT&T C++ Language System (cfront) release 2.1 or 3.0 respectively. These options also enable acceptance of anachronisms.

Example:

To compile C++ compatible with cfront version 3.0, enter:

```
cp166  --cfront_3.0 test.cc
```



--anachronisms

Section *Extensions Accepted in Cfront 2.1 and 3.0 Compatibility Mode* in chapter *Language Implementation*.

--class_name_injection

Option:

--class_name_injection
--no_class_name_injection

Default:

--class_name_injection

Description:

Controls whether the name of a class is injected into the scope of the class (as required by the standard) or is not injected (as was true in earlier versions of the C++ language).

Example:

```
cp166  --no_class_name_injection test.cc
```

--comments / -C

Option:

-C
--comments

Description:

Keep comments in the preprocessed output. This should be specified after either **--preprocess** or **--no_line_commands**; it does not of itself request preprocessing output.

Example:

To do preprocessing only, with comments and with line control information, enter:

```
cp166 -E -C test.cc
```



--preprocess / -E, --no_line_commands / -P

--const_string_literals

Option:

--const_string_literals
--no_const_string_literals

Default:

--const_string_literals

Description:

Control whether C++ string literals and wide string literals are `const` (as required by the standard) or `non-const` (as was true in earlier versions of the C++ language).

Example:

```
cp166  --no_const_string_literals test.cc
```

--create_pch

Option:

--create_pch *filename*

Arguments:

A filename specifying the precompiled header file to create.

Description:

If other conditions are satisfied (see the *Precompiled Headers* section), create a precompiled header file with the specified name. If **--pch** (automatic PCH mode) or **--use_pch** appears on the command line following this option, its effect is erased.

Example:

To create a precompiled header file with the name `test.pch`, enter:

```
cp166  --create_pch test.pch test.cc
```



--pch, --use_pch

Section *Precompiled Headers* in chapter *Language Implementation*.

--define_macro / -D

Option:

-D*macro*[=*def*]
--define_macro *macro*[=*def*]

Arguments:

The macro you want to define and optionally its definition.

Description:

Define *macro* to the preprocessor, as in #define. If *def* is not given ('=' is absent), '1' is assumed. Any number of symbols can be defined. The definition can be tested by the preprocessor with #if, #ifdef and #ifndef, for conditional compilations.

Example:

```
cp166 -DNORAM -DPI=3.1416 test.cc
```



--undefine_macro / -U

--dependencies / -M

Option:

-M
--dependencies

Description:

Do preprocessing only. Instead of the normal preprocessing output, generate on the preprocessing output file a list of dependency lines suitable for input to a 'make' utility.



When implicit inclusion of templates is enabled, the output may indicate false (but safe) dependencies unless **--no_proproc_only** is also used.



When you use the control program you have to use the **-Em** option instead, to obtain the same result.

Examples:

```
cp166 -M test.cc
```

```
test.ic: test.cc
```



--preprocess / -E, --no_line_commands / -P

--diag_option

Option:

- diag_suppress tag[,tag]...
- diag_remark tag[,tag]...
- diag_warning tag[,tag]...
- diag_error tag[,tag]...

Arguments:

A mnemonic error tag or an error number.

Description:

Override the normal error severity of the specified diagnostic messages. The message(s) may be specified using a mnemonic error tag or using an error number. The error tag names and error numbers are listed in the *Error Messages* appendix.

Example:

When you want diagnostic error 20 to be a warning, enter:

```
cp166  --diag_warning 20 test.cc
```



Chapter *Compiler Diagnostics* and Appendix *Error Messages*.

--display_error_number

Option:

--display_error_number

Description:

Display the error message number in any diagnostic messages that are generated. The option may be used to determine the error number to be used when overriding the severity of a diagnostic message. The error numbers are listed in the *Error Messages* appendix.

Normally, diagnostics are written to stderr in the following form:

"filename", line line_num: message

With **--display_error_number** this form will be:

"filename", line line_num: severity #err_num: message

or:

"filename", line line_num: severity #err_num-D: message

If the severity may be overridden, the error number will include the suffix **-D** (for discretionary); otherwise no suffix will be present.

Example:

```
cp166 --display_error_number test.cc
```

```
"test.cc", line 7: error #64-D: declaration does not
    declare anything
```

```
    struct ;
    ^
```



Chapter *Compiler Diagnostics* and Appendix *Error Messages*.

--distinct_template_signatures

Option:

--distinct_template_signatures
--no_distinct_template_signatures

Default:

--distinct_template_signatures

Description:

Control whether the signatures for template functions can match those for non-template functions when the functions appear in different compilation units. The default is **--distinct_template_signatures**, under which a normal function cannot be used to satisfy the need for a template instance; e.g., a function "void f(int)" could not be used to satisfy the need for an instantiation of a template "void f(T)" with T set to int.

--no_distinct_template_signatures provides the older language behavior, under which a non-template function can match a template function. Also controls whether function templates may have template parameters that are not used in the function signature of the function template

Example:

```
cp166  --no_distinct_template_signatures test.cc
```

--dollar / -\$

Option:

-\$
--dollar

Default:

No dollar signs are allowed in identifiers.

Description:

Accept dollar signs in identifiers. Names like A\$VAR are allowed.

Example:

```
cp166  -$ test.cc
```

--early_tiebreaker / --late_tiebreaker

Option:

--early_tiebreaker
--late_tiebreaker

Default:

--early_tiebreaker

Description:

Select the way that tie-breakers (e.g., cv-qualifier differences) apply in overload resolution. In "early" tie-breaker processing, the tie-breakers are considered at the same time as other measures of the goodness of the match of an argument value and the corresponding parameter type (this is the standard approach). In "late" tie-breaker processing, tie-breakers are ignored during the initial comparison, and considered only if two functions are otherwise equally good on all arguments; the tie-breakers can then be used to choose one function over another.

Example:

```
cp166 --late_tiebreaker test.cc
```

--embedded

Option:

--embedded
--no_embedded

Default:

--embedded

Description:

Enable or disable support for embedded C++ language extension keywords.

Example:

To disable embedded C++ language extension keywords, enter:

```
cp166 --no_embedded test.cc
```

--embedded_c++

Option:

--embedded_c++

Description:

Enable the diagnostics of noncompliance with the “Embedded C++” subset (from which templates, exceptions, namespaces, new-style casts, RTTI, multiple inheritance, virtual base classes, and mutable are excluded).

Example:

To enable the diagnostics of noncompliance with the “Embedded C++” subset, enter:

```
cp166  --embedded_c++ test.cc
```

--enum_overloading

Option:

--enum_overloading
--no_enum_overloading

Default:

--enum_overloading

Description:

Enable or disable support for using operator functions to overload builtin operations on enum-typed operands.

Example:

To disable overloading builtin operations on enum-typed operands, enter:

```
cp166  --no_enum_overloading test.cc
```

--error_limit / -e

Option:

-*enumber***
--error_limit *number*

Arguments:

An error limit number.

Default:

--error_limit 100

Description:

Set the error limit to *number*. The C++ compiler will abandon compilation after this number of errors (remarks and warnings are not counted toward the limit). By default, the limit is 100.

Example:

When you want compilation to stop when 10 errors occurred, enter:

```
cp166 -e10 test.cc
```


--error_output

Option:

--error_output *efile*

Arguments:

The name for an error output file.

Description:

Redirect the output that would normally go to stderr (that is, diagnostic messages) to the file *efile*. This option is useful on systems where output redirection of files is not well supported. If used, this option should probably be specified first in the command line, since otherwise any command-line errors for options preceding the **--error_output** would be written to stderr before redirection.

Example:

To write errors to the file `test.err` instead of stderr, enter:

```
cp166 --error_output test.err test.cc
```

--exceptions / -x

Option:

-x / --exceptions
--no_exceptions

Default:

--no_exceptions

Description:

Enable or disable support for exception handling. **-x** is equivalent to **--exceptions**.

Example:

```
cp166 --exceptions test.cc
```

--explicit

Option:

--explicit
--no_explicit

Default:

--explicit

Description:

Enable or disable support for the `explicit` specifier on constructor declarations.

Example:

To disable support for the `explicit` specifier on constructor declarations, enter:

```
cp166 --no_explicit test.cc
```

--extern_inline

Option:

--extern_inline
--no_extern_inline

Default:

--extern_inline

Description:

Enable or disable support for `inline` functions with external linkage in C++. When `inline` functions are allowed to have external linkage (as required by the standard), then `extern` and `inline` are compatible specifiers on a non-member function declaration; the default linkage when `inline` appears alone is external (that is, `inline` means `extern inline` on non-member functions); and an `inline` member function takes on the linkage of its class (which is usually external). However, when `inline` functions have only internal linkage (as specified in the ARM), then `extern` and `inline` are incompatible; the default linkage when `inline` appears alone is internal (that is, `inline` means `static inline` on non-member functions); and `inline` member functions have internal linkage no matter what the linkage of their class.

Example:

```
cp166  --no_extern_inline test.cc
```

--for_init_diff_warning

Option:

--for_init_diff_warning
--no_for_init_diff_warning

Default:

--for_init_diff_warning

Description:

Enable or disable a warning that is issued when programs compiled under the new for-init scoping rules would have had different behavior under the old rules. The diagnostic is only put out when the new rules are used.

Example:

```
cp166 --no_for_init_diff_warning test.cc
```



--new_for_init / --old_for_init

--force_vtbl

Option:

--force_vtbl

Description:

Force definition of virtual function tables in cases where the heuristic used by the C++ compiler to decide on definition of virtual function tables provides no guidance. See **--suppress_vtbl**.

Example:

```
cp166 --force_vtbl test.cc
```



--suppress_vtbl

--friend_injection

Option:

--friend_injection
--no_friend_injection

Default:

--no_friend_injection

Description:

Controls whether the name of a class or function that is declared only in `friend` declarations is visible when using the normal lookup mechanisms. When `friend` names are injected, they are visible to such lookups. When `friend` names are not injected (as required by the standard), function names are visible only when using argument-dependent lookup, and class names are never visible.

Example:

```
cp166 --friend_injection test.cc
```



```
--arg_dep_lookup
```

--gen_c_file_name

Option:

--gen_c_file_name *file*

Arguments:

An output filename.

Default:

Module name with `.ic` suffix.

Description:

This option specifies the file name to be used for the generated C output.

Example:

To specify the file `out.ic` as the output file instead of `test.ic`, enter:

```
cp166 --gen_c_file_name out.ic test.cc
```


--guiding_decls

Option:

--guiding_decls
--no_guiding_decls

Default:

--guiding_decls

Description:

Enable or disable recognition of “guiding declarations” of template functions. A guiding declaration is a function declaration that matches an instance of a function template but has no explicit definition (since its definition derives from the function template). For example:

```
template <class T> void f(T) { ... }
void f(int);
```

When regarded as a guiding declaration, `f(int)` is an instance of the template; otherwise, it is an independent function for which a definition must be supplied. If **--no_guiding_decls** is combined with **--old_specializations**, a specialization of a non-member template function is not recognized — it is treated as a definition of an independent function.

Example:

```
cp166 --no_guiding_decls test.cc
```



--old_specializations

--implicit_extern_c_type_conversion

Option:

--implicit_extern_c_type_conversion
--no_implicit_extern_c_type_conversion

Default:

--implicit_extern_c_type_conversion

Description:

Enable or disable an extension to permit implicit type conversion in C++ between a pointer to an `extern "C"` function and a pointer to an `extern "C++"` function. This extension is allowed in environments where C and C++ functions share the same calling conventions.

Example:

```
cp166 --no_implicit_extern_c_type_conversion test.cc
```

--implicit_include / -B

Option:

-B / --implicit_include
--no_implicit_include

Default:

--no_implicit_include

Description:

Enable or disable implicit inclusion of source files as a method of finding definitions of template entities to be instantiated. **-B** is equivalent to **--implicit_include**.

Example:

```
cp166 --implicit_include test.cc
```



--instantiate / -t

Section *Template Instantiation* in chapter *Language Implementation*.

--implicit_typename

Option:

--implicit_typename
--no_implicit_typename

Default:

--implicit_typename

Description:

Enable or disable implicit determination, from context, whether a template parameter dependent name is a type or nontype.

Example:

```
cp166 --no_implicit_typename test.cc
```



--typename

--incl_suffixes

Option:

--include_suffixes *suffixes*

Arguments:

A colon-separated list of suffixes (e.g., "h:hpp:").

Description:

Specifies the list of suffixes to be used when searching for an include file whose name was specified without a suffix. If a null suffix is to be allowed, it must be included in the suffix list.

The default suffix list is no extension, .h and .hpp.

Example:

To allow only the suffixes .h and .hpp as include file extensions, enter:

```
cp166  --incl_suffixes h:hpp test.cc
```



Section 4.2, *Include Files*.

--include_directory / -I

Option:

-Idirectory

--include_directory *directory*

Arguments:

The name of the directory to search for include file(s).

Description:

Change the algorithm for searching #include files whose names do not have an absolute pathname to look in *directory*.

Example:

```
cp166 -I/proj/include test.cc
```



Section 4.2, *Include Files*.

--sys_include

--inlining

Option:

--inlining
--no_inlining

Default:

--inlining

Description:

Enable or disable minimal inlining of function calls.

Example:

To disable function call inlining, enter:

```
cp166 --no_inlining test.cc
```

--**instantiate** / **-t**

Option:

-t*mode*
--instantiate *mode*

Pragma:

instantiate *mode*

Arguments:

The instantiation mode, which can be one of:

none
used
all
local

Default:

-tnone

Description:

Control instantiation of external template entities. External template entities are external (that is, noninline and nonstatic) template functions and template static data members. The instantiation mode determines the template entities for which code should be generated based on the template definition:

none	Instantiate no template entities. This is the default.
used	Instantiate only the template entities that are used in this compilation.
all	Instantiate all template entities whether or not they are used.
local	Instantiate only the template entities that are used in this compilation, and force those entities to be local to this compilation.

Example:

To specify to instantiate only the template entities that are used in this compilation, enter:

```
cp166 -tused test.cc
```



--auto_instantiation / -T

Section *Template Instantiation* in chapter *Language Implementation*.

--instantiation_dir

Option:

--instantiation_dir *directory*

Arguments:

The name of the directory to write instantiation files to.

Description:

You can use this option in combination with option

--one_instantiation_per_object to specify a directory into which the generated object files should be put.

Example:

To create separate instantiation files in directory `/proj/template`, enter:

```
cp166 --one_instantiation_per_object \  
      --instantiation_dir /proj/template test.cc
```



Section *Template Instantiation* in chapter *Language Implementation*.

--one_instantiation_per_object

--list / -L

Option:

-L*file*
--list *file*

Arguments:

The name of the list file.

Description:

Generate raw listing information in the file *file*. This information is likely to be used to generate a formatted listing. The raw listing file contains raw source lines, information on transitions into and out of include files, and diagnostics generated by the C++ compiler. Each line of the listing file begins with a key character that identifies the type of line, as follows:

- N**: a normal line of source; the rest of the line is the text of the line.
- X**: the expanded form of a normal line of source; the rest of the line is the text of the line. This line appears following the N line, and only if the line contains non-trivial modifications (comments are considered trivial modifications; macro expansions, line splices, and trigraphs are considered non-trivial modifications).
- S**: a line of source skipped by an `#if` or the like; the rest of the line is text. Note that the `#else`, `#elif`, or `#endif` that ends a skip is marked with an N.
- L**: an indication of a change in source position. The line has a format similar to the `#` line-identifying directive output by `cpp`, that is to say

L *line_number* "file-name" *key*

where *key* is,

- 1 for entry into an include file;
- 2 for exit from an include file;

and omitted otherwise.

The first line in the raw listing file is always an L line identifying the primary input file. L lines are also output for #line directives (*key* is omitted). L lines indicate the source position of the following source line in the raw listing file.

R, W, E, or C: an indication of a diagnostic (R for remark, W for warning, E for error, and C for catastrophic error). The line has the form

S "file-name" line_number column-number message-text

where *S* is R, W, E, or C, as explained above. Errors at the end of file indicate the last line of the primary source file and a column number of zero. Command line errors are catastrophes with an empty file name (" ") and a line and column number of zero. Internal errors are catastrophes with position information as usual, and message-text beginning with (internal error). When a diagnostic displays a list (e.g., all the contending routines when there is ambiguity on an overloaded call), the initial diagnostic line is followed by one or more lines with the same overall format (code letter, file name, line number, column number, and message text), but in which the code letter is the lower case version of the code letter in the initial line. The source position in such lines is the same as that in the corresponding initial line.

Example:

To write raw listing information to the file `test.lst`, enter:

```
cp166 -L test.lst test.cc
```

--long_lifetime_temps / --short_lifetime_temps

Option:

--long_lifetime_temps
--short_lifetime_temps

Default:

--long_lifetime_temps (cfront)
--short_lifetime_temps (standard C++)

Description:

Select the lifetime for temporaries: short means to end of full expression; long means to the earliest of end of scope, end of switch clause, or the next label. Short is standard C++, and long is what cfront uses (the cfront compatibility modes select long by default).

Example:

```
cp166 --long_lifetime_temps test.cc
```

--long_preserving_rules

Option:

--long_preserving_rules
--no_long_preserving_rules

Default:

--no_long_preserving_rules

Description:

Enable or disable the K&R usual arithmetic conversion rules with respect to `long`. This means the rules of K&R I, Appendix A, 6.6. The significant difference is in the handling of "`long op unsigned int`" when `int` and `long` are the same size. The ANSI/ISO rules say the result is `unsigned long`, but K&R I says the result is `long` (`unsigned long` did not exist in K&R I).

The default is the ANSI/ISO rule.

Example:

```
cp166  --long_preserving_rules test.cc
```

-Mmodel

Option:

-Mmodel

Arguments:

The memory model to be used, where *model* is one of:

t	tiny (cpu in non-segmented mode)
s	small
m	medium
l	large

Default:

-Ms

Description:

Select memory model to be used.

Example:

```
cp166 -Ml test.cc
```



Section *Memory Models* in chapter *Language Implementation* in the C166/ST10 C Cross-Compiler User's Guide.

--namespaces

Option:

--namespaces
--no_namespaces

Default:

--namespaces

Description:

Enable or disable support for namespaces.

Example:

```
cp166 --no_namespaces test.cc
```



--using_std

Section *Namespace Support* in chapter *Language Implementation*.

--new_for_init / --old_for_init

Option:

--new_for_init
--old_for_init

Default:

--new_for_init

Description:

Control the scope of a declaration in a `for-init-statement`. The old (cfront-compatible) scoping rules mean the declaration is in the scope to which the `for` statement itself belongs; the new (standard-conforming) rules in effect wrap the entire `for` statement in its own implicitly generated scope.

Example:

```
cp166 --old_for_init test.cc
```

--no_code_gen / -n

Option:

-n
--no_code_gen

Description:

Do syntax-checking only. Do not generate a C file.

Example:

```
cp166  --no_code_gen test.cc
```

--no_line_commands / -P

Option:

-P
--no_line_commands

Description:

Do preprocessing only. Write preprocessed text to the preprocessing output file, with comments removed and without line control information. When you use the **-P** option, use the **-o** option to separate the output from the header produced by the compiler.

Examples:

```
cp166 -P -o preout test.cc
```



--comments / -C, --preprocess / -E, --dependencies / -M

--nonconst_ref_anachronism

Option:

--nonconst_ref_anachronism
--no_nonconst_ref_anachronism

Default:

--nonconst_ref_anachronism

Description:

Enable or disable the anachronism of allowing a reference to `nonconst` to bind to a class rvalue of the right type. This anachronism is also enabled by the **--anachronisms** option and the cfront-compatibility options.

Example:

```
cp166  --no_nonconst_ref_anachronism test.cc
```



--anachronisms, --cfront_2.1 / -b / --cfront_3.0

Section *Anachronisms Accepted* in chapter *Language Implementation*.

--nonstd_qualifier_deduction

Option:

--nonstd_qualifier_deduction
--no_nonstd_qualifier_deduction

Default:

--no_nonstd_qualifier_deduction

Description:

Controls whether nonstandard template argument deduction should be performed in the qualifier portion of a qualified name. With this feature enabled, a template argument for the template parameter `T` can be deduced in contexts like `A<T>::B` or `T::B`. The standard deduction mechanism treats these as nondeduced contexts that use the values of template parameters that were either explicitly specified or deduced elsewhere.

Example:

```
cp166 --nonstd_qualifier_deduction test.cc
```

--nonstd_using_decl

Option:

--nonstd_using_decl
--no_nonstd_using_decl

Default:

--no_nonstd_using_decl

Description:

Controls whether a non-member using declaration that specifies an unqualified name is allowed.

Example:

```
cp166 --nonstd_using_decl test.cc
```

--no_preproc_only

Option:

--no_preproc_only

Description:

May be used in conjunction with the options that normally cause the C++ compiler to do preprocessing only (e.g., **--preprocess**, etc.) to specify that a full compilation should be done (not just preprocessing). When used with the implicit inclusion option, this makes it possible to generate a preprocessed output file that includes any implicitly included files.

Examples:

```
cp166 -E -B --no_preproc_only test.cc
```



--preprocess / **-E**,
--implicit_include / **-B**, **--no_line_commands** / **-P**

--no_use_before_set_warnings / -j

Option:

-j
--no_use_before_set_warnings

Description:

Suppress warnings on local automatic variables that are used before their values are set.

Example:

cp166 -j test.cc



--no_warnings / -w

--no_warnings / -w

Option:

-w
--no_warnings

Description:

Suppress all warning messages. Error messages are still issued.

Example:

To suppress all warnings, enter:

```
cp166 -w test.cc
```

--old_line_commands

Option:

--old_line_commands

Description:

When generating source output, put out `#line` directives in the form used by the Reiser cpp, that is, `# nnn` instead of `#line nnn`.

Example:

To do preprocessing only, without comments and with old style line control information, enter:

```
cp166 -E --old_line_commands test.cc
```



```
--preprocess / -E, --no_line_commands / -P
```

--old_specializations

Option:

--old_specializations
--no_old_specializations

Default:

--old_specializations

Description:

Enable or disable acceptance of old-style template specializations (that is, specializations that do not use the `template<>` syntax).

Example:

```
cp166 --no_old_specializations test.cc
```

--old_style_preprocessing

Option:

--old_style_preprocessing

Description:

Forces pcc style preprocessing when compiling. This may be used when compiling an ANSI C++ program on a system in which the system header files require pcc style preprocessing.

Example:

To force pcc style preprocessing, enter:

```
cp166 -E --old_style_preprocessing test.cc
```



```
--preprocess / -E, --no_line_commands / -P
```

--one_instantiation_per_object

Option:

--one_instantiation_per_object

Description:

Put out each template instantiation in this compilation (function or static data member) in a separate object file. The primary object file contains everything else in the compilation, that is, everything that is not an instantiation. Having each instantiation in a separate object file is very useful when creating libraries, because it allows the user of the library to pull in only the instantiations that are needed. That can be essential if two different libraries include some of the same instantiations.

Example:

To create separate instantiation files, enter:

```
cp166 --one_instantiation_per_object test.cc
```



Section *Template Instantiation* in chapter *Language Implementation*.

--output / -o

Option:

-o *file*
--output *file*

Arguments:

An output filename specifying the preprocessing or intermediate language output file.

Default:

No intermediate output file is generated.

Description:

Use *file* as output filename for the preprocessing or intermediate language output file.

Example:

To use the file `my.pre` as the preprocessing output file, enter:

```
cp166 -E -o my.pre test.cc
```



--preprocess / -E, --no_line_commands / -P

--pch

Option:

--pch

Description:

Automatically use and/or create a precompiled header file. For details, see the *Precompiled Headers* section in chapter *Language Implementation*.

If **--use_pch** or **--create_pch** (manual PCH mode) appears on the command line following this option, its effect is erased.

Example:

```
cp166 --pch test.cc
```



--use_pch, --create_pch

Section *Precompiled Headers* in chapter *Language Implementation*.

--pch_dir

Option:

--pch_dir *dir_name*

Arguments:

The name of the directory to search for and/or create a precompiled header file.

Description:

Specify the directory in which to search for and/or create a precompiled header file. This option may be used with automatic PCH mode (**--pch**) or manual PCH mode (**--create_pch** or **--use_pch**).

Example:

To use the directory `/usr/include/pch` to automatically create precompiled header files, enter:

```
cp166 --pch_dir /usr/include/pch --pch test.cc
```



--pch, --use_pch, --create_pch

Section *Precompiled Headers* in chapter *Language Implementation*.

--pch_messages

Option:

--pch_messages
--no_pch_messages

Default:

--pch_messages

Description:

Enable or disable the display of a message indicating that a precompiled header file was created or used in the current compilation.

Example:

```
cp166 --create_pch test.pch --pch_messages test.cc
```

```
"test.cc": creating precompiled header file "test.pch"
```



--pch, --use_pch, --create_pch

Section *Precompiled Headers* in chapter *Language Implementation*.

--pending_instantiations

Option:

--pending_instantiations *n*

Arguments:

The maximum number of instantiation for a single template.

Default:

64

Description:

Specifies the maximum number of instantiations of a given template that may be in process of being instantiated at a given time. This is used to detect runaway recursive instantiations. If *n* is zero, there is no limit.

Example:

To specify a maximum of 32 pending instantiations, enter:

```
cp166  --pending_instantiations 32 test.cc
```



Section *Template Instantiation* in chapter *Language Implementation*.

--preinclude

Option:

--preinclude *filename*

Arguments:

The name of file to include at the beginning of the compilation.

Description:

Include the source code of the indicated file at the beginning of the compilation. This can be used to establish standard macro definitions, etc.

The filename is searched for in the directories on the include search list.

Example:

```
cp166 --preinclude extra.h test.cc
```



Section 4.2, *Include Files*.

--preprocess / -E

Option:

-E
--preprocess

Description:

Do preprocessing only. Write preprocessed text to the preprocessing output file, with comments removed and with line control information. When you use the **-E** option, use the **-o** option to separate the output from the header produced by the compiler.

Example:

```
cp166 -E -o preout test.cc
```



--comments / **-C**,
--dependencies / **-M**,
--no_line_commands / **-P**

--remarks / -r

Option:

-r
--remarks

Description:

Issue remarks, which are diagnostic messages even milder than warnings.

Example:

To enable the display of remarks, enter:

```
cp166 -r test.cc
```

--remove_unneeded_entities

Option:

--remove_unneeded_entities
--no_remove_unneeded_entities

Default:

--remove_unneeded_entities

Description:

Enable or disable an optimization to remove unneeded entities from the generated intermediate C file. Something may be referenced but unneeded if it is referenced only by something that is itself unneeded; certain entities, such as global variables and routines defined in the translation unit, are always considered to be needed.

Example:

```
cp166  --no_remove_unneeded_entities test.cc
```

--rtti

Option:

--rtti
--no_rtti

Default:

--no_rtti

Description:

Enable or disable support for RTTI (run-time type information) features: `dynamic_cast`, `typeid`.

Example:

```
cp166 --rtti test.cc
```

--signed_chars / -s

Option:

-s
--signed_chars

Description:

Treat 'character' type variables as 'signed character' variables. When plain char is signed, the macro `__SIGNED_CHARS__` is defined.

Example:

```
cp166 -s test.cc
```



--unsigned_chars / -u

--special_subscript_cost

Option:

--special_subscript_cost
--no_special_subscript_cost

Default:

--no_special_subscript_cost

Description:

Enable or disable a special nonstandard weighting of the conversion to the integral operand of the `[]` operator in overload resolution.

This is a compatibility feature that may be useful with some existing code. The special cost is enabled by default in cfront 3.0 mode. With this feature enabled, the following code compiles without error:

```
struct A {  
    A();  
    operator int *();  
    int operator[](unsigned);  
};  
void main() {  
    A a;  
    a[0]; // Ambiguous, but allowed with this option  
         // operator[] is chosen  
}
```

Example:

```
cp166 --special_subscript_cost test.cc
```

--strict / -A

--strict_warnings / -a

Option:

-A / --strict

-a / --strict_warnings

Description:

Enable strict ANSI mode, which provides diagnostic messages when non-ANSI features are used, and disables features that conflict with ANSI C or C++. ANSI violations can be issued as either warnings or errors depending on which command line option is used. The **--strict** options issue errors and the **--strict_warnings** options issue warnings. The error threshold is set so that the requested diagnostics will be listed.

Example:

To enable strict ANSI mode, with error diagnostic messages, enter:

```
cp166 -A test.cc
```

--suppress_vtbl

Option:

--suppress_vtbl

Description:

Suppress definition of virtual function tables in cases where the heuristic used by the C++ compiler to decide on definition of virtual function tables provides no guidance. The virtual function table for a class is defined in a compilation if the compilation contains a definition of the first non-inline non-pure virtual function of the class. For classes that contain no such function, the default behavior is to define the virtual function table (but to define it as a local static entity). The **--suppress_vtbl** option suppresses the definition of the virtual function tables for such classes, and the **--force_vtbl** option forces the definition of the virtual function table for such classes. **--force_vtbl** differs from the default behavior in that it does not force the definition to be local.

Example:

```
cp166 --suppress_vtbl test.cc
```



```
--force_vtbl
```

--sys_include

Option:

--sys_include *directory*

Arguments:

The name of the system include directory to search for include file(s).

Description:

Change the algorithm for searching system include files whose names do not have an absolute pathname to look in *directory*.

Example:

```
cp166 --sys_include /proj/include test.cc
```



Section 4.2, *Include Files*.

--include_directory

--timing / -#

Option:

-#
--timing

Default:

No timing information is generated.

Description:

Generate compilation timing information. This option causes the compiler to display the amount of CPU time and elapsed time used by each phase of the compilation and a total for the entire compilation.

Example:

```
cp166  -# test.cc  
  
processed 180 lines at 8102 lines/min
```

--trace_includes / -H

Option:

-H
--trace_includes

Description:

Do preprocessing only. Instead of the normal preprocessing output, generate on the preprocessing output file a list of the names of files #included.

Examples:

```
cp166 -H test.cc
```

```
iostream.h  
string.h
```



```
--preprocess / -E, --no_line_commands / -P
```

--tsw_diagnostics

Option:

--tsw_diagnostics
--no_tsw_diagnostics

Default:

--tsw_diagnostics

Description:

Enable or disable a mode in which the error message is given in the TASKING style. So, in the same format as the TASKING C compiler messages.

Example:

```
cp166 --no_tsw_diagnostics test.cc
```



--brief_diagnostics

Chapter *Compiler Diagnostics* and Appendix *Error Messages*.

--typename

Option:

--typename
--no_typename

Default:

--typename

Description:

Enable or disable recognition of the `typename` keyword.

Example:

```
cp166  --no_typename test.cc
```



--implicit_typename

--undefine_macro / -U

Option:

-Uname
--undefine_macro name

Arguments:

The name macro you want to undefine.

Description:

Remove any initial definition of identifier *name* as in #undef, unless it is a predefined ANSI standard macro. ANSI specifies the following predefined symbols to exist, which cannot be removed:

__FILE__ "current source filename"
__LINE__ current source line number (int type)
__TIME__ "hh:mm:ss"
__DATE__ "Mmm dd yyyy"
__STDC__ level of ANSI standard. This macro is set to 1 when the option to disable language extensions (**-A**) is effective. Whenever language extensions are excepted, **__STDC__** is set to 0 (zero).

__cplusplus is defined when compiling a C++ program

When **cp166** is invoked, also the following predefined symbols exist:

c_plusplus is defined in addition to the standard **__cplusplus**

__SIGNED_CHARS__
 is defined when plain char is signed.

__WCHAR_T is defined when wchar_t is a keyword.

__BOOL is defined when bool is a keyword.

__ARRAY_OPERATORS
 is defined when array new and delete are enabled.

These symbols can be turned off with the **-U** option.

Example:

```
cp166 -Uc_plusplus test.cc
```



```
-D / --define_macro
```

--unsigned_chars / -u

Option:

-u
--unsigned_chars

Description:

Treat 'character' type variables as 'unsigned character' variables.

Example:

```
cp166 -u test.cc
```



--signed_chars / -s

--use_pch

Option:

--use_pch *filename*

Arguments:

The filename to use as a precompiled header file.

Description:

Use a precompiled header file of the specified name as part of the current compilation. If **--pch** (automatic PCH mode) or **--create_pch** appears on the command line following this option, its effect is erased.

Example:

To use the precompiled header file with the name `test.pch`, enter:

```
cp166 --use_pch test.pch test.cc
```



--pch, **--create_pch**

Section *Precompiled Headers* in chapter *Language Implementation*.

--using_std

Option:

--using_std
--no_using_std

Default:

--using_std

Description:

Enable or disable implicit use of the `std` namespace when standard header files are included.

Example:

```
cp166 --using_std test.cc
```



--namespaces

Section *Namespace Support* in chapter *Language Implementation*.

--version / -V / -v

Option:

-V
-v
--version

Description:

Display version information.

Example:

cp166 -V

C166/ST10 C++ compiler vx.y rz SN00000000-015 (c) year TASKING, Inc.

--wchar_t_keyword

Option:

--wchar_t_keyword
--no_wchar_t_keyword

Default:

--wchar_t_keyword

Description:

Enable or disable recognition of `wchar_t` as a keyword.

Example:

```
cp166 --no_wchar_t_keyword test.cc
```

--wrap_diagnostics

Option:

--wrap_diagnostics
--no_wrap_diagnostics

Default:

--wrap_diagnostics

Description:

Enable or disable a mode in which the error message text is not wrapped when too long to fit on a single line.

Example:

```
cp166 --no_wrap_diagnostics test.cc
```



--brief_diagnostics

Chapter *Compiler Diagnostics* and Appendix *Error Messages*.

--xref / -X

Option:

-X*xfile*
--xref *xfile*

Arguments:

The name of the cross-reference file.

Description:

Generate cross-reference information in the file *xfile*. For each reference to an identifier in the source program, a line of the form

symbol_id name X file-name line-number column-number

is written, where *X* is

- D** for definition;
- d** for declaration (that is, a declaration that is not a definition);
- M** for modification;
- A** for address taken;
- U** for used;
- C** for changed (but actually meaning used and modified in a single operation, such as an increment);
- R** for any other kind of reference, or
- E** for an error in which the kind of reference is indeterminate.

symbol-id is a unique decimal number for the symbol. The fields of the above line are separated by tab characters.

4.2 INCLUDE FILES

You may specify include files in two ways: enclosed in `<...>` or enclosed in `"..."`. When an `#include` directive is seen, the following algorithm is used to try to open the include file:

1. If the filename is enclosed in `"..."`, and it is not an absolute pathname (does not begin with a `'\'` for PC, or a `'/'` for UNIX), the include file is searched for in the directory of the file containing the `#include` line. For example, in:

PC:

```
cp166 ..\..\source\test.cc
```

UNIX:

```
cp166 ../../source/test.cc
```

cp166 first searches in the directory `..\..\source` (`../../source` for UNIX) for include files.

If you compile a source file in the directory where the file is located (**cp166 test.cc**), the compiler searches for include files in the current directory.



This first step is not done for include files enclosed in `<...>`.

2. Use the directories specified with the **-I** or **--include_directory** option, in a left-to-right order. For example:

PC:

```
cp166 -I..\..\include demo.cc
```

UNIX:

```
cp166 -I../../include demo.cc
```

3. Check if the environment variable `CP166INC` exists. If it does exist, use the contents as a directory specifier for include files. You can specify more than one directory in the environment variable `CP166INC` by using a separator character. Instead of using **-I** as in the example above, you can specify the same directory using `CP166INC`:

PC:

```
set CP166INC=..\..\include
cp166 demo.cc
```

UNIX:

if using the Bourne shell (sh)

```
CP166INC=../../include
export CP166INC
cp166 demo.cc
```

or if using the C-shell (csh)

```
setenv CP166INC ../../include
cp166 demo.cc
```

4. When an include file is not found with the rules mentioned above, the compiler tries the subdirectories `include.cpp` and `include`, one directory higher than the directory containing the **cp166** binary. For example:

PC:

cp166.exe is installed in the directory `C:\C166\BIN`
 The directories searched for the include file are
`C:\C166\INCLUDE.CPP` and `C:\C166\INCLUDE`

UNIX:

cp166 is installed in the directory `/usr/local/c166/bin`
 The directories searched for the include file are
`/usr/local/c166/include.cpp` and
`/usr/local/c166/include`

The compiler determines run-time which directory the binary is executed from to find this include directory.

5. If the include file is still not found, the directories specified in the **--sys_include** option are searched.

A directory name specified with the **-I** option or in `CP166INC` may or may not be terminated with a directory separator, because **cp166** inserts this separator, if omitted.

When you specify more than one directory to the environment variable CP166INC, you have to use one of the following separator characters:

PC:

`;` , *space*

e.g. `set CP166INC=..\..\include;\proj\include`

UNIX:

`:` ; , *space*

e.g. `setenv CP166INC ../../include:/proj/include`

If the include directory is specified as `-`, e.g., **-I-**, the option indicates the point in the list of **-I** or **--include_directory** options at which the search for file names enclosed in `<...>` should begin. That is, the search for `<...>` names should only consider directories named in **-I** or **--include_directory** options following the **-I-**, and the directories of items 3 and 4 above. **-I-** also removes the directory containing the current input file (item 1 above) from the search path for file names enclosed in `"..."`.

An include directory specified with the **--sys_include** option is considered a “system” include directory. Warnings are suppressed when processing files found in system include directories.

If the filename has no suffix it will be searched for by appending each of a set of include file suffixes. When searching in a given directory all of the suffixes are tried in that directory before moving on to the next search directory. The default set of suffixes is, no extension, `.h` and `.hpp`. The default can be overridden using the **--incl_suffixes** command line option. A null file suffix cannot be used unless it is present in the suffix list (that is, the C++ compiler will always attempt to add a suffix from the suffix list when the filename has no suffix).

4.3 PRAGMAS

According to ANSI (3.8.6) a preprocessing directive of the form:

```
#pragma pragma-token-list new-line
```

causes the compiler to behave in an implementation-defined manner. The compiler ignores pragmas which are not mentioned in the list below. Pragmas give directions to the code generator of the compiler. Besides the pragmas there are two other possibilities to steer the code generator: command line options and keywords. The compiler acknowledges these three groups using the following rule:

Command line options can be overruled by keywords and pragmas. Keywords can be overruled by pragmas. So the pragma has the highest priority.

This approach makes it possible to set a default optimization level for a source module, which can be overridden temporarily within the source by a pragma.

cp166 supports the following pragmas and all pragmas that are described in the *C Cross-Compiler User's Guide*:

instantiate

do_not_instantiate

can_instantiate

These are template instantiation pragmas. They are described in detail in the section *Template Instantiation* in chapter *Language Implementation*.

hdrstop

no_pch

These are precompiled header pragmas. They are described in detail in the section *Precompiled Headers* in chapter *Language Implementation*.

once

When placed at the beginning of a header file, indicates that the file is written in such a way that including it several times has the same effect as including it once. Thus, if the C++ compiler sees **#pragma once** at the start of a header file, it will skip over it if the file is *#included* again.

A typical idiom is to place an *#ifndef* guard around the body of the file, with a *#define* of the guard variable after the *#ifndef*:

```
#pragma once    // optional
#ifndef FILE_H
#define FILE_H
... body of the header file ...
#endif
```

The **#pragma once** is marked as optional in this example, because the C++ compiler recognizes the `#ifndef` idiom and does the optimization even in its absence. **#pragma once** is accepted for compatibility with other compilers and to allow the programmer to use other guard-code idioms.

ident

This pragma is given in the form:

```
#pragma ident "string"
```

or:

```
#ident "string"
```

4.4 COMPILER LIMITS

The ANSI C standard [1-2.2.4] defines a number of translation limits, which a C compiler must support to conform to the standard. The standard states that a compiler implementation should be able to translate and execute a program that contains at least one instance of every one of the limits listed below. The C compiler's actual limits are given within parentheses.

Most of the actual compiler limits are determined by the amount of free memory in the host system. In this case a 'D' (Dynamic) is given between parentheses. Some limits are determined by the size of the internal compiler parser stack. These limits are marked with a 'P'. Although the size of this stack is 200, the actual limit can be lower and depends on the structure of the translated program.

- 15 nesting levels of compound statements, iteration control structures and selection control structures (P > 15)
- 8 nesting levels of conditional inclusion (50)
- 12 pointer, array, and function declarators (in any combinations) modifying an arithmetic, a structure, a union, or an incomplete type in a declaration (15)
- 31 nesting levels of parenthesized declarators within a full declarator (P > 31)
- 32 nesting levels of parenthesized expressions within a full expression (P > 32)
- 31 significant characters in an external identifier (full ANSI-C mode),
120 significant characters in an external identifier (non ANSI-C mode)
- 511 external identifiers in one translation unit (D)
- 127 identifiers with block scope declared in one block (D)
- 1024 macro identifiers simultaneously defined in one translation unit (D)
- 31 parameters in one function declaration (D)
- 31 arguments in one function call (D)
- 31 parameters in one macro definition (D)
- 31 arguments in one macro call (D)
- 509 characters in a logical source line (1500)
- 509 characters in a character string literal or wide string literal (after concatenation) (1500)

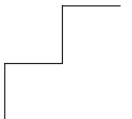
- 8 nesting levels for **#included** files (50)
- 257 case labels for a switch statement, excluding those for any nested switch statements (D)
- 127 members in a single structure or union (D)
- 127 enumeration constants in a single enumeration (D)
- 15 levels of nested structure or union definitions in a single struct-declaration-list (D)



CHAPTER

5

COMPILER DIAGNOSTICS



5

CHAPTER

5.1 DIAGNOSTIC MESSAGES

Diagnostic messages have an associated *severity*, as follows:

- Catastrophic errors, also called 'fatal errors', indicate problems of such severity that the compilation cannot continue. For example: command-line errors, internal errors, and missing include files. If multiple source files are being compiled, any source files after the current one will not be compiled.
- Errors indicate violations of the syntax or semantic rules of the C++ language. Compilation continues, but object code is not generated.
- Warnings indicate something valid but questionable. Compilation continues and object code is generated (if no errors are detected).
- Remarks indicate something that is valid and probably intended, but which a careful programmer may want to check. These diagnostics are not issued by default. Compilation continues and object code is generated (if no errors are detected).
- The last class of messages are the internal compiler errors. These errors are caused by failed internal consistency checks and should never occur. However, if such a 'SYSTEM' error appears, please report the occurrence to TASKING, using a Problem Report form. Please include a diskette or tape, containing a small C++ program causing the error.

By default, **--tsw_diagnostics**, diagnostics are written to `stderr` with a form like the following:

```
test.cc
    5:  break;
E 116: a break statement may only be used within a loop or switch
```

With the command line option **--no_tsw_diagnostics** the message appear in the following form:

```
"test.cc", line 5: a break statement may only be used within a loop
                  or switch
    break;
    ^
```



Note that the message identifies the file and line involved, and that the source line itself (with position indicated by the ^) follows the message. If there are several diagnostics in one source line, each diagnostic will have the form above, with the result that the text of the source line will be displayed several times, with an appropriate position each time.

Long messages are wrapped to additional lines when necessary.

A configuration flag controls whether or not the string `error:` appears, i.e., the C++ compiler can be configured so that the severity string is omitted when the severity is `error`.

The command line option **--brief_diagnostics** may be used to request a shorter form of the diagnostic output in which the original source line is not displayed and the error message text is not wrapped when too long to fit on a single line.

The command line option **--display_error_number** may be used to request that the error number be included in the diagnostic message. When displayed, the error number also indicates whether the error may have its severity overridden on the command line (with one of the **--diag_severity** options). If the severity may be overridden, the error number will include the suffix **-D** (for discretionary); otherwise no suffix will be present.

```
"Test_name.cc", line 7: error #64-D: declaration does not
    declare anything
    struct ;
    ^
```

```
"Test_name.cc", line 9: error #77: this declaration has no storage
    class or type specifier
    xxxxxx;
    ^
```

Because an error is determined to be discretionary based on the error severity associated with a specific context, a given error may be discretionary in some cases and not in others.

For some messages, a list of entities is useful; they are listed following the initial error message:

```
"test.cc", line 4: error: more than one instance of overloaded
    function "f" matches the argument list:
        function "f(int)"
        function "f(float)"
        argument types are: (double)
    f(1.5);
    ^
```

In some cases, some additional context information is provided; specifically, such context information is useful when the C++ compiler issues a diagnostic while doing a template instantiation or while generating a constructor, destructor, or assignment operator function. For example:

```
"test.cc", line 7: error: "A::A()" is inaccessible
  B x;
    ^
      detected during implicit generation of "B::B()" at line 7
```

Without the context information, it is very hard to figure out what the error refers to.



For a list of error messages and error numbers, see Appendix *Error Messages*.

5.2 TERMINATION MESSAGES

cp166 writes sign-off messages to `stderr` if errors are detected. For example, one of the following forms of message

```
n errors detected in the compilation of "ifile".
```

```
1 catastrophic error detected in the compilation of "ifile".
```

```
n errors and 1 catastrophic error detected in the compilation of
"ifile".
```

is written to indicate the detection of errors in the compilation. No message is written if no errors were detected. The following message

Error limit reached.

is written when the count of errors reaches the error limit (see the **-e** option); compilation is then terminated. The message

Compilation terminated.

is written at the end of a compilation that was prematurely terminated because of a catastrophic error. The message

Compilation aborted

is written at the end of a compilation that was prematurely terminated because of an internal error. Such an error indicates an internal problem in the compiler. If such an internal error appears, please report the occurrence to TASKING, using a Problem Report form. Please include a diskette or tape, containing a small C++ program causing the error.

5.3 RESPONSE TO SIGNALS

The signals `SIGINT` (caused by a user interrupt, like **^C**) and `SIGTERM` (caused by a **kill** command) are trapped by the C++ compiler and cause abnormal termination.

5.4 RETURN VALUES

cp166 returns an exit status to the operating system environment for testing.

For example,

in a PC BATCH-file you can examine the exit status of the program executed with `ERRORLEVEL`:

```
cp166 %1.cc
IF ERRORLEVEL 1 GOTO STOP_BATCH
```

In a Bourne shell script, the exit status can be found in the `$?` variable, for example:

```
cp166 $*
case $? in
0)      echo ok ;;
2|4)    echo error ;;
esac
```

The exit status of **cp166** indicates the highest severity diagnostic detected and is one of the numbers of the following list:

- 1 Abnormal termination
- 0 Compilation successful, no errors, maybe some remarks
- 0 There were warnings
- 2 There were user errors, but terminated normally
- 4 A catastrophic error, premature ending

APPENDIX

A

FLEXIBLE LICENSE MANAGER (FLEXlm)



A

APPENDIX

1 INTRODUCTION

This appendix discusses Globetrotter Software's Flexible License Manager and how it is integrated into the TASKING toolchain. It also contains descriptions of the Flexible License Manager license administration tools that are included with the package, the daemon log file and its contents, and the use of daemon options files to customize your use of the TASKING toolchain.

2 LICENSE ADMINISTRATION

2.1 OVERVIEW

The Flexible License Manager (FLEXlm) is a set of utilities that, when incorporated into software such as the TASKING toolchain, provides for managing access to the software.

The following terms are used to describe FLEXlm concepts and software components:

feature	A feature could be any of the following: <ul style="list-style-type: none">• A TASKING software product.• A software product from another vendor.
license	The right to use a feature. FLEXlm restricts licenses for features by counting the number of licenses for features in use when new requests are made by the application software.
client	A TASKING application program.
daemon	A process that "serves" clients. Sometimes referred to as a <i>server</i> .
vendor daemon	The daemon that dispenses licenses for the requested features. This daemon is built by an application's vendor, and contains the vendor's personal encryption code. Tasking is the vendor daemon for the TASKING software.

license daemon

The daemon process that sends client processes to the correct vendor daemon on the correct machine. The same license daemon is used by all applications from all vendors, as this daemon neither performs encryption nor dispenses licenses. The license daemon processes no user requests on its own, but forwards these requests to other daemons (the vendor daemons).

server node A computer system that is running both the license and vendor daemon software. The server node will contain all the dynamic information regarding the usage of all the features.

license file An end-user specific file that contains descriptions of the server nodes that can run the license daemons, the various vendor daemons, and the restrictions for all the licensed features.

The TASKING software is granted permission to run by FLEXlm daemons; the daemons are started when the TASKING toolchain is installed and run continuously thereafter. Information needed by the FLEXlm daemons to perform access management is contained in a license data file that is created during the toolchain installation process. As part of their normal operation, the daemons log their actions in a daemon log file, which can be used to monitor usage of the TASKING toolchain.

The following sections discuss:

- Installation of the FLEXlm daemons to provide for access to the TASKING toolchain.
- Customizing your use of the toolchain through the use of a daemon options file.
- Utilities that are provided to assist you in performing license administration functions.
- The daemon log file and its contents.

For additional information regarding the use of FLEXlm, refer to the chapter *Software Installation*.

2.2 PROVIDING FOR UNINTERRUPTED FLEXLM OPERATION

TASKING products licensed through FLEXlm contain a number of utilities for managing licenses. These utilities are bundled in the form of an extra product under the name SW000098. TASKING products themselves contain two additional files for FLEXlm in a *flexlm* subdirectory:

Tasking	The Tasking daemon (vendor daemon).
license.dat	A template license file.

If you have already installed FLEXlm (e.g. as part of another product) then it is not needed to install the bundled SW000098. After installing SW000098 on UNIX, the directory `/usr/local/flexlm` will contain two subdirectories, `bin` and `licenses`. After installing SW000098 on Windows the directory `c:\flexlm` will contain the subdirectory `bin`. The exact location may differ if FLEXlm has already been installed as part of a non-TASKING product but in general there will be a directory for executables such as `bin`. That directory must contain a copy of the **Tasking** daemon shipped with every TASKING product. It also contains the files:

lmgrd	The FLEXlm daemon (license daemon).
lm*	A group of FLEXlm license administration utilities.

Next to it, a license file must be present containing the information of all licenses. This file is usually called `license.dat`. The default location of the license file is in directory `c:\flexlm` for Windows and in `/usr/local/flexlm/licenses` for UNIX. If you did install SW000098 then the `licenses` directory on UNIX will be empty, and on Windows the file `license.dat` will be empty. In that case you can copy the `license.dat` file from the product to the `licenses` directory after filling in the data from your "License Information Form".



Be very careful not to overwrite an existing `license.dat` file because it contains valuable data.

Example `license.dat`:

```
SERVER HOSTNAME HOSTID PORT
DAEMON Tasking /usr/local/flexlm/bin/Tasking
FEATURE SW008002-32 Tasking 3.000 EXPDATE NUSERS PASSWORD SERIAL
```

After modifications from a license data sheet (example):

```
SERVER elliot 5100520c 7594
DAEMON Tasking /usr/local/flexlm/bin/Tasking
FEATURE SW008002-32 Tasking 3.000 1-jan-00 4 0B1810310210A6894 "123456"
```

If the `license.dat` file already exists then you should make sure that it contains the DAEMON and FEATURE lines from your license data sheet. An appropriate SERVER line should already be present in that case. You should only add a new SERVER line if no SERVER line is present. The third field of the DAEMON line is the pathname to the **Tasking** daemon and you may change it if necessary.

The default location for the license file on Windows is:

```
c:\flexlm\license.dat
```

On UNIX this is:

```
/usr/local/flexlm/licenses/license.dat
```

If the pathname of the resulting license file differs from this default location then you must set the environment variable **LM_LICENSE_FILE** to the correct pathname. If you have more than one product using the FLEXlm license manager you can specify multiple license files by separating each pathname (*lfp_{path}*) with a ';' (on UNIX also ':') :

Windows:

```
set LM_LICENSE_FILE=lfppath;lfppath...
```

UNIX:

```
setenv LM_LICENSE_FILE lfppath:lfppath...
```

If you are running the TASKING software on multiple nodes, you have three options for making your license file available on all the machines:

1. Place the license file in a partition which is available (via NFS on Unix systems) to all nodes in the network that need the license file.
2. Copy the license file to all of the nodes where it is needed.
3. Set LM_LICENSE_FILE to "*port@host*", where *host* and *port* come from the SERVER line in the license file.

When the main license daemon **lmgrd** already runs it is sufficient to type the command:

```
lmreread
```

for notifying the daemon that the `license.dat` file has been changed. Otherwise, you must type the command:

```
lmgrd >/usr/tmp/license.log &
```

Both commands reside in the flexlm bin directory mentioned before.

2.3 DAEMON OPTIONS FILE

It is possible to customize the use of TASKING software using a daemon options file. This options file allows you to reserve licenses for specified users or groups of users, to restrict access to the TASKING toolchain, and to set software timeouts. The following table lists the keywords that are recognized at the start of a line of a daemon options file.

Keywords	Function
RESERVE	Ensure that TASKING software will always be available to one or more users or on one or more host computer systems.
INCLUDE	Specify a list of users who are allowed exclusive access to the TASKING software.
EXCLUDE	Specify a list of users who are not allowed to use the TASKING software.
GROUP	Specify a group of users for use in the other commands.
TIMEOUT	Allow licenses that are idle for a specified time to be returned to the free pool, for use by someone else.
NOLOG	Causes messages of the specified type to be filtered out of the daemon's log output.

Table A-1: Daemon options file keywords

In order to use the daemon options capability, you must create a daemon options file and list its pathname as the fourth field on the **DAEMON** line for the **Tasking** daemon in the license file. For example, if the daemon options were in file `/usr/local/flexlm/Tasking.opt` (UNIX), then you would modify the license file **DAEMON** line as follows:

```
DAEMON Tasking /usr/local/Tasking /usr/local/flexlm/Tasking.opt
```

A daemon options file consists of lines in the following format:

```
RESERVE      number feature {USER | HOST | DISPLAY | GROUP} name
INCLUDE      feature {USER | HOST | DISPLAY | GROUP} name
EXCLUDE      feature {USER | HOST | DISPLAY | GROUP} name
GROUP        name <list_of_users>
TIMEOUT      feature timeout_in_seconds
NOLOG        {IN | OUT | DENIED | QUEUED}
REPORTLOG    file
```

Lines beginning with the sharp character (#) are ignored, and can be used as comments. For example, the following options file would reserve one copy of feature SWxxxxxx-xx for user “pat”, three copies for user “lee”, and one copy for anyone on a computer with the hostname of “terry”; and would cause QUEUED messages to be omitted from the log file. In addition, user “joe” and group “pinheads” would not be allowed to use the feature SWxxxxxx-xx:

```
GROUP        pinheads moe larry curley
RESERVE 1    SWxxxxxx-xx USER pat
RESERVE 3    SWxxxxxx-xx USER lee
RESERVE 1    SWxxxxxx-xx HOST terry
EXCLUDE      SWxxxxxx-xx USER joe
EXCLUDE      SWxxxxxx-xx GROUP pinheads
NOLOG        QUEUED
```

3 LICENSE ADMINISTRATION TOOLS

The following utilities are provided to facilitate license management by your system administrator. In certain cases, execution access to a utility is restricted to users with root privileges. Complete descriptions of these utilities are provided at the end of this section.

lmcksum

Prints license checksums.

lmdiag (Windows only)

Diagnoses license checkout problems.

lmdown

Gracefully shuts down all license daemons (both **lmgrd** all vendor daemons, such as **Tasking**) on the license server.

lmgrd

The main daemon program for FLEXlm.

lmbostid

Reports the hostid of a system.

lmremove

Removes a single user's license for a specified feature.

lmreread

Causes the license daemon to reread the license file and start any new vendor daemons.

lmstat

Helps you monitor the status of all network licensing activities.

lmswitchr

Switches the report log file.

lmver

Reports the FLEXlm version of a library or binary file.

lmtools (*Windows only*)

This is a graphical Windows version of the license administration tools.

3.1 LMCKSUM

Name

lmcksum – print license checksums

Synopsis

lmcksum [**-c** *license_file*] [**-k**]

Description

The **lmcksum** program will perform a checksum of a license file. This is useful to verify data entry errors at your location. **lmcksum** will print a line-by-line checksum for the file as well as an overall file checksum.

The following fields participate in the checksum:

- hostid on the SERVER lines
- daemon name on the DAEMON lines
- feature name, version, daemon name, expiration date, # of licenses, encryption code, vendor string and hostid on the FEATURE lines
- daemon name and encryption code on FEATURESET lines

Options

-c *license_file*

Use the specified *license_file*. If no **-c** option is specified, **lmcksum** looks for the environment variable LM_LICENSE_FILE in order to find the license file to use. If that environment variable is not set, **lmcksum** looks for the file c:\flexlm\license.dat (Windows), or /usr/local/flexlm/licenses/license.dat (UNIX).

-k

Case-sensitive checksum. If this option is specified, **lmcksum** will compute the checksum using the exact case of the FEATURE's and FEATURESET's encryption code.

3.2 LMDIAG (Windows only)

Name

lmdiag – diagnose license checkout problems

Synopsis

lmdiag [**-c** *license_file*] [**-n**] [*feature*]

Description

lmdiag (Windows only) allows you to diagnose problems when you cannot check out a license.

If no *feature* is specified, **lmdiag** will operate on all features in the license file(s) in your path. **lmdiag** will first print information about the license, then attempt to check out each license. If the checkout succeeds, **lmdiag** will indicate this. If the checkout fails, **lmdiag** will give you the reason for the failure. If the checkout fails because **lmdiag** cannot connect to the license server, then you have the option of running "extended connection diagnostics".

These extended diagnostics attempt to connect to each port on the license server node, and can detect if the port number in the license file is incorrect. **lmdiag** will indicate each port number that is listening, and if it is an **lmgrd** process, **lmdiag** will indicate this as well. If **lmdiag** finds the vendor daemon for the feature being tested, then it will indicate the correct port number for the license file to correct the problem.

Parameters

feature Diagnose this feature only.

Options

-c *license_file*

Diagnose the specified *license_file*. If no **-c** option is specified, **lmdiag** looks for the environment variable `LM_LICENSE_FILE` in order to find the license file to use. If that environment variable is not set, **lmdiag** looks for the file `c:\flexlm\license.dat` (Windows), or `/usr/local/flexlm/licenses/license.dat` (UNIX).

-n

Run in non-interactive mode; **lmdiag** will not prompt for any input in this mode. In this mode, extended connection diagnostics are not available.

3.3 LMDOWN

Name

lmdown – graceful shutdown of all license daemons

Synopsis

lmdown [**-c** *license_file*] [**-q**]

Description

The **lmdown** utility allows for the graceful shutdown of all license daemons (both **lmgrd** and all vendor daemons, such as **Tasking**) on all nodes. You may want to protect the execution of **lmdown**, since shutting down the servers causes users to lose their licenses. See the **-p** option in Section 3.4, **lmgrd**.

lmdown sends a message to every license daemon asking it to shut down. The license daemons write out their last messages to the log file, close the file, and exit. All licenses which have been given out by those daemons will be revoked, so that the next time a client program goes to verify his license, it will not be valid.

Options

-c *license_file*

Use the specified *license_file*. If no **-c** option is specified, **lmdown** looks for the environment variable **LM_LICENSE_FILE** in order to find the license file to use. If that environment variable is not set, **lmdown** looks for the file `c:\flexlm\license.dat` (Windows), or `/usr/local/flexlm/licenses/license.dat` (UNIX).

-q

Quiet mode. If this switch is not specified, **lmdown** asks for confirmation before asking the license daemons to shut down. If this switch is specified, **lmdown** will not ask for confirmation.



lmgrd, lmstat, lmread

3.4 LMGRD

Name

lmgrd – flexible license manager daemon

Synopsis

lmgrd [**-c** *license_file*] [**-l** *logfile*] [**-2 -p**] [**-t** *timeout*] [**-s** *interval*]

Description

lmgrd is the main daemon program for the FLEXlm distributed license management system. When invoked, it looks for a license file containing all required information about vendors and features. On UNIX systems, it is strongly recommended that **lmgrd** be run as a non-privileged user (not root).

Options

-c *license_file*

Use the specified *license_file*. If no **-c** option is specified, **lmgrd** looks for the environment variable `LM_LICENSE_FILE` in order to find the license file to use. If that environment variable is not set, **lmgrd** looks for the file `c:\flexlm\license.dat` (Windows), or `/usr/local/flexlm/licenses/license.dat` (UNIX).

-l *logfile*

Specifies the output log file to use. Instead of using the **-l** option you can use output redirection (**>** or **>>**) to specify the name of the output log file.

-2 -p

Restricts usage of **lmdown**, **lmreread**, and **lmremove** to a FLEXlm administrator who is by default root. If there is a UNIX group called "lmadmin" then use is restricted to only members of that group. If root is not a member of this group, then root does not have permission to use any of the above utilities.

-t *timeout*

Specifies the *timeout* interval, in seconds, during which the license daemon must complete its connection to other daemons if operating in multi-server mode. The default value is 10 seconds. A larger value may be desirable if the daemons are being run on busy systems or a very heavily loaded network.

-s *interval* Specifies the log file timestamp *interval*, in minutes. The default is 360 minutes. This means that every six hours **lmgrd** logs the time in the log file.



lmdown, lmstat

3.5 LMHOSTID

Name

lmhostid – report the hostid of a system

Synopsis

lmhostid

Description

lmhostid calls the FLEXlm version of `gethostid` and displays the results.

The output of **lmhostid** looks like this:

```
lmhostid - Copyright (C) 1989, 1999 Globetrotter Software, Inc.  
The FLEXlm host ID of this machine is "1200abcd"
```

Options

lmhostid has no command line options.

3.6 LMREMOVE

Name

lmremove – remove specific licenses and return them to license pool

Synopsis

lmremove [**-c** *license_file*] *feature user host* [*display*]

Description

The **lmremove** utility allows the system administrator to remove a single user's license for a specified feature. This could be required in the case where the licensed user was running the software on a node that subsequently crashed. This situation will sometimes cause the license to remain unusable. **lmremove** will allow the license to return to the pool of available licenses.

lmremove will remove all instances of “user” on node “host” on display “display” from usage of “feature”. If the optional **-c file** is specified, the indicated file will be used as the license file. Since removing a user's license can be disruptive, execution of **lmremove** is restricted to users with root privileges.

Options

-c *license_file*

Use the specified *license_file*. If no **-c** option is specified, **lmremove** looks for the environment variable `LM_LICENSE_FILE` in order to find the license file to use. If that environment variable is not set, **lmremove** looks for the file `c:\flexlm\license.dat` (Windows), or `/usr/local/flexlm/licenses/license.dat` (UNIX).



lmstat

3.7 LMREREAD

Name

lmreread – tells the license daemon to reread the license file

Synopsis

lmreread [**-c** *license_file*]

Description

lmreread allows the system administrator to tell the license daemon to reread the license file. This can be useful if the data in the license file has changed; the new data can be loaded into the license daemon without shutting down and restarting it.

The license administrator may want to protect the execution of **lmreread**. See the **-p** option in Section 3.4, *lmgrd* for details about securing access to **lmreread**.

lmreread uses the license file from the command line (or the default file, if none specified) only to find the license daemon to send it the command to reread the license file. The license daemon will always reread the file that it loaded from the original path. If you need to change the path to the license file read by the license daemon, then you must shut down the daemon and restart it with that new license file path.

You cannot use **lmreread** if the *SERVER* node names or port numbers have been changed in the license file. In this case, you must shut down the daemon and restart it in order for those changes to take effect.

lmreread does not change any option information specified in an options file. If the new license file specifies a different options file, that information is ignored. If you need to reread the options file, you must shut down (**lmdown**) the daemon and restart it.

Options

-c *license_file*

Use the specified *license_file*. If no **-c** option is specified, **lmreread** looks for the environment variable *LM_LICENSE_FILE* in order to find the license file to use. If that environment variable is not set, **lmreread** looks for the file *license.dat* in the default location.



lmdown

3.8 LMSTAT

Name

lmstat – report status on license manager daemons and feature usage

Synopsis

```
lmstat [ -a ] [ -A ] [ -c license_file ] [ -f feature ]
      [ -l regular_expression ] [ -s server ] [ -S daemon ] [ -t timeout ]
```

Description

License administration is simplified by the **lmstat** utility. **lmstat** allows you to instantly monitor the status of all network licensing activities.

lmstat allows a system administrator to monitor license management operations including:

- Which daemons are running
- Users of individual features
- Users of features served by a specific DAEMON

Options

-a Display all information.

-A List all active licenses.

-c *license_file* Use the specified *license_file*. If no **-c** option is specified, **lmstat** looks for the environment variable LM_LICENSE_FILE in order to find the license file to use. If that environment variable is not set, **lmstat** looks for the file c:\flexlm\license.dat (Windows), or /usr/local/flexlm/licenses/license.dat (UNIX).

-f *feature* List all users of the specified *feature*(s).

-l *regular_expression* List all users of the features matching the given *regular_expression*.

-s *server* Display the status of the specified *server* node(s).

-S *daemon* List all users of the specified *daemon*'s features.

- t *timeout*** Specifies the amount of time, in seconds, **lmstat** waits to establish contact with the servers. The default value is 10 seconds. A larger value may be desirable if the daemons are being run on busy systems or a very heavily loaded network.



lmgrd

3.9 LMSWITCHR (Windows only)

Name

lmswitchr – switch the report log file

Synopsis

lmswitchr [**-c** *license_file*] *feature new-file*

or:

lmswitchr [**-c** *license_file*] *vendor new-file*

Description

lmswitchr (Windows only) switches the report writer (REPORTLOG) log file. It will also start a new REPORTLOG file if one does not already exist.

Parameters

<i>feature</i>	Any feature this daemon supports.
<i>vendor</i>	The name of the vendor daemon (such as Tasking).
<i>new-file</i>	New file path.

Options

-c *license_file* Use the specified *license_file*. If no **-c** option is specified, **lmswitchr** looks for the environment variable LM_LICENSE_FILE in order to find the license file to use. If that environment variable is not set, **lmswitchr** looks for the file `c:\flexlm\license.dat` (Windows), or `/usr/local/flexlm/licenses/license.dat` (UNIX).

3.10 LMVER

Name

lmver – report the FLEXlm version of a library or binary file

Synopsis

lmver *filename*

Description

The **lmver** utility reports the FLEXlm version of a library or binary file.

Alternatively, on UNIX systems, you can use the following commands to get the FLEXlm version of a binary:

strings *file* | grep Copy

Parameters

filename Name of the executable of the product.

3.11 LICENSE ADMINISTRATION TOOLS FOR WINDOWS

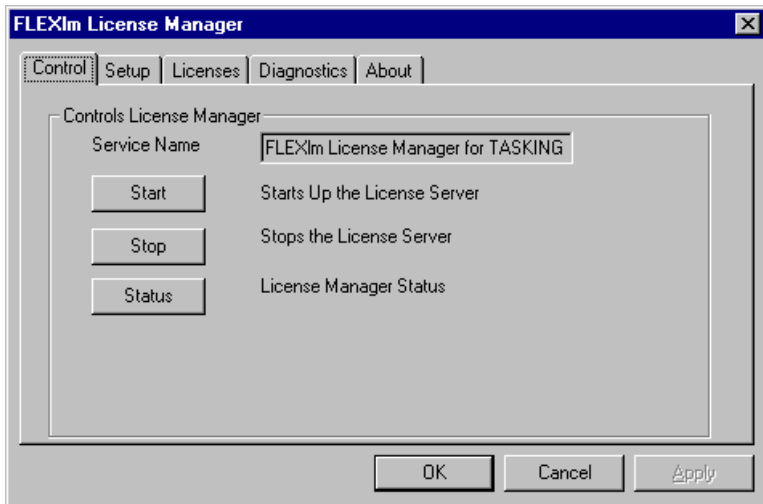
3.11.1 LMTOOLS FOR WINDOWS

For the 32 Bit Windows Platforms, an **lmtools.exe** Windows program is provided. It has the same functionality as listed in the previous sections but is graphically-oriented. Simply run the program (Start | Programs | TASKING FLEXlm | FLEXlm Tools) and choose a button for the functionality required. Refer to the previous sections for information about the options of each feature. The command line interface is replaced by pop-up dialogs that can be filled out. The central EDIT field is where the license file path is placed. This will be used for all other functions and replaces the "**-c** *license_file*" argument in the other utilities.

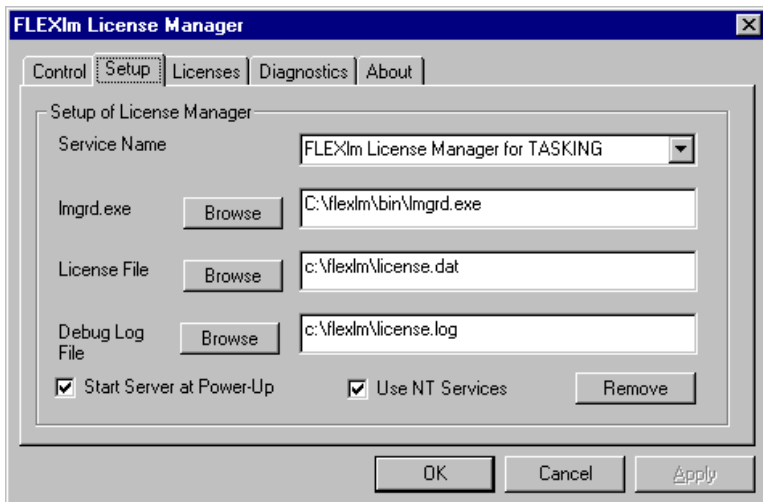
The HOSTID button displays the hostid's for the computer on which the program is running. The TIME button prints out the system's internal time settings, intended to diagnose any time zone problems. The TCP Settings button is intended to fix a bug in the Microsoft TCP protocol stack which has a symptom of very slow connections to computers. After pressing this button, the system will need to be rebooted for the settings to become effective.

3.11.2 FLEXLM LICENSE MANAGER FOR WINDOWS

lmgrd.exe can be run manually or using the graphical Windows tool. You can start this tool from the FLEXlm program folder. Click on Start | Programs | TASKING FLEXlm | FLEXlm Tools



From the Control tab you can start, stop, and check the status of your license server. Select the Setup tab to enter information about your license server.



Select the **Control** tab and click the **Start** button to start your license server. **lmgrd.exe** will be launched as a background application with the license file and debug log file locations passed as parameters.

If you want **lmgrd.exe** to start automatically on NT, select the **Use NT Services** check box and **lmgrd.exe** will be installed as an NT service. Next, select the **Start Server at Power-UP** check box.

The **Licenses** tab provides information about the license file and the **Advanced** tab allows you to perform diagnostics and check versions.

4 THE DAEMON LOG FILE

The FLEXlm daemons all generate log files containing messages in the following format:

mm/dd hh:mm (DAEMON name) message

Where:

mm/dd hh:mm Is the month/day hour:minute that the message was logged.

DAEMON name Either “license daemon” or the string from the DAEMON line that describes your daemon.

In the case where a single copy of the daemon cannot handle all of the requested licenses, an optional “_” followed by a number indicates that this message comes from a forked daemon.

message The text of the message.

The log files can be used to:

- Inform you when it may be necessary to update your application software licensing arrangement.
- Diagnose configuration problems.
- Diagnose daemon software errors.

The messages are grouped below into the above three categories, with each message followed by a brief description of its meaning.

4.1 INFORMATIONAL MESSAGES

Connected to node

This daemon is connected to its peer on node *node*.

CONNECTED, master is name

The license daemons log this message when a quorum is up and everyone has selected a master.

DEMO mode supports only one SERVER host!

An attempt was made to configure a demo version of the software for more than one server host.

DENIED: N feature to user (mm/dd/yy hh:mm)

user was denied access to *N* licenses of *feature*. This message may indicate a need to purchase more licenses.

EXITING DUE TO SIGNAL mm

EXITING with code mm

All daemons list the reason that the daemon has exited.

EXPIRED: feature

feature has passed its expiration date.

IN: feature by user (N licenses) (used: d:hh:mm:ss) (mm/dd/yy hh:mm)

user has checked back in *N* licenses of *feature* at *mm/dd/yy hh:mm*.

IN server died: feature by user (number licenses) (used: d:hh:mm:ss) (mm/dd/yy hh:mm)

user has checked in *N* licenses by virtue of the fact that his server died.

License Manager server started

The license daemon was started.

Lost connection to host

A daemon can no longer communicate with its peer on node *host*, which can cause the clients to have to reconnect, or cause the number of daemons to go below the minimum number, in which case clients may start exiting. If the license daemons lose the connection to the master, they will kill all the vendor daemons; vendor daemons will shut themselves down.

Lost quorum

The daemon lost quorum, so will process only connection requests from other daemons.

MASTER SERVER died due to signal mm

The license daemon received fatal signal *mm*.

MULTIPLE xxx servers running. Please kill, and restart license daemon

The license daemon has detected that multiple copies of vendor daemon *xxx* are running. The user should kill all *xxx* daemon processes and re-start the license daemon.

OUT: feature by user (N licenses) (mm/dd/yy hh:mm)

user has checked out *N* licenses of *feature* at *mm/dd/yy hh:mm*

Removing clients of children

The top-level daemon logs this message when one of the child daemons dies.

RESERVE feature for HOST name***RESERVE feature for USER name***

A license of *feature* is reserved for either user *name* or host *name*.

REStarted xxx (internet port mm)

Vendor daemon *xxx* was restarted at internet port *mm*.

Retrying socket bind (address in use)

The license servers try to bind their sockets for approximately 6 minutes if they detect *address in use* errors.

Selected (EXISTING) master node

This license daemon has selected an existing master (node) as the master.

SERVER shutdown requested

A daemon was requested to shut down via a user-generated kill command.

[NEW] Server started for: feature-list

A (possibly new) server was started for the features listed.

Shutting down xxx

The license daemon is shutting down the vendor daemon *xxx*.

SIGCHLD received. Killing child servers

A vendor daemon logs this message when a shutdown was requested by the license daemon.

Started name

The license daemon logs this message whenever it starts a new vendor daemon.

Trying connection to node

The daemon is attempting a connection to *node*.

4.2 CONFIGURATION PROBLEM MESSAGES

hostname: Not a valid server host, exiting

This daemon was run on an invalid hostname.

hostname: Wrong hostid, exiting

The hostid is wrong for *hostname*.

BAD CODE for feature-name

The specified feature name has a bad encryption code.

CANNOT OPEN options file “file”

The options file specified in the license file could not be opened.

Couldn't find a master

The daemons could not agree on a master.

license daemon: lost all connections

This message is logged when all the connections to a server are lost, which often indicates a network problem.

lost lock, exiting

Error closing lock file

Unable to re-open lock file

The vendor daemon has a problem with its lock file, usually because of an attempt to run more than one copy of the daemon on a single node. Locate the other daemon that is running via a **ps** command, and kill it with **kill -9**.

NO DAEMON line for daemon

The license file does not contain a DAEMON line for *daemon*.

No “license” service found

The TCP *license* service did not exist in `/etc/services`.

No license data for “feat”, feature unsupported

There is no feature line for *feat* in the license file.

No features to serve!

A vendor daemon found no features to serve. This could be caused by bad data in the license file.

UNSUPPORTED FEATURE request: feature by user

The *user* has requested a feature that this vendor daemon does not support. This can happen for a number of reasons: the license file is bad, the feature has expired, or the daemon is accessing the wrong license file.

Unknown host: hostname

The hostname specified on a `SERVER` line in the license file does not exist in the network database (probably `/etc/hosts`).

lm_server: lost all connections

This message is logged when all the connections to a server are lost. This probably indicates a network problem.

NO DAEMON lines, exiting

The license daemon logs this message if there are no `DAEMON` lines in the license file. Since there are no vendor daemons to start, there is nothing to do.

NO DAEMON line for name

A vendor daemon logs this error if it cannot find its own `DAEMON` name in the license file.

4.3 DAEMON SOFTWARE ERROR MESSAGES

accept: message

An error was detected in the accept system call.

ATTEMPT TO START VENDOR DAEMON xxx with NO MASTER

A vendor daemon was started with no master selected. This is an internal consistency error in the daemons.

BAD PID message from mm: pid: xxx (msg)

A top-level vendor daemon received an invalid PID message from one of its children (daemon number xxx).

BAD SCONNECT message: (message)

An invalid “server connect” message was received.

Cannot create pipes for server communication

The pipe call failed.

Can't allocate server table space

A malloc error. Check swap space.

Connection to node TIMED OUT

The daemon could not connect to *node*.

Error sending PID to master server

The vendor server could not send its PID to the top-level server in the hierarchy.

Illegal connection request to DAEMON

A connection request was made to DAEMON, but this vendor daemon is not DAEMON.

Illegal server connection request

A connection request came in from another server without a DAEMON name.

KILL of child failed, errno = mm

A daemon could not kill its child.

No internet port number specified

A vendor daemon was started without an internet port.

Not enough descriptors to re-create pipes

The “top-level” daemon detected one of its sub-daemon’s death. In trying to restart the chain of sub-daemons, it was unable to get the file descriptors to set up the pipes to communicate. This is a fatal error, and the daemons must be re-started.

read: error message

An error in a read system call was detected.

recycle_control BUT WE DIDN'T HAVE CONTROL

The hierarchy of vendor daemons has become confused over who holds the control token. This is an internal error.

return_reserved: can't find feature listhead

When a daemon is returning a reservation to the “free reservation” list, it could not find the listhead of features.

select: message

An error in a select system call was detected.

Server exiting

The server is exiting. This is normally due to an error.

SHELLO for wrong DAEMON

This vendor daemon was sent a “server hello” message that was destined for a different DAEMON.

Unsolicited msg from parent!

Normally, the top-level vendor daemon sends no unsolicited messages. If one arrives, this message is logged. This is a bug.

***WARNING: CORRUPTED options list (o->next == 0)
Options list TERMINATED at bad entry***

An internal inconsistency was detected in the daemon’s option list.

5 FLEXLM LICENSE ERRORS

FLEXlm license error, encryption code in license file is inconsistent

Check the contents of the license file using the license data sheet for the product. Correct the license file and run the **lmreread** command.

However, do not change the last (fourth) field of a SERVER line in the license file. This cannot have any effect on the error message but changing it will cause other problems.

license file does not support this version

If this is a first time install then follow the procedure for the error message:

```
FLEXlm license error, encryption code in license file is
inconsistent
```

because there may be a typo in the fourth field of a FEATURE line of your license file. In all other cases you need a new license because the current license is for an older version of the product.

Replace the FEATURE line for the old version of the product with a FEATURE line for the new version (it can be found on the new license data sheet). Run the **lmreread** command afterwards. You can have only one version of a feature (previous versions of the product will continue to work).

FLEXlm license error, cannot find license file

Make sure the license file exists. If the pathname printed on the line after the error message is incorrect, correct this by setting the

LM_LICENSE_FILE environment variable to the full pathname of the license file.

FLEXlm license error, cannot read license file

Every user needs to have read access on the license file and at least execute access on every directory component in the pathname of the license file. Write access is never needed. Read access on directories is recommended.

FLEXlm license error, no such feature exists

Check the license file. There should be a line starting with:

```
FEATURE SWiiiiii-jj
```


where "iiiiii" is a six digit software code and "jj" is a two digit host code for identifying a compatible host architecture. During product installations the product code is shown, e.g. SW008002, SW019002. The number in the software code is the same as the number in the product code except that the first number may contain an extra leading zero (it must be six digits long).

The line after the license error message describes the expected feature format and includes the host code.

Correct the license file using the license data sheet for the product and run the **lmreread** command. There is one catch: do not add extra SERVER lines or change existing SERVER lines in the license file.

FLEXlm license error, license server does not support this feature

If the LM_LICENSE_FILE variable has been set to the format *number@host* then see first the solution for the message:

```
FLEXlm license error, no such feature exists
```

Run the **lmreread** program to inform the license server about a changed license data file. If **lmreread** succeeds informing the license server but the error message persists, there are basically three possibilities:

1. The license key is incorrect. If this is the case then there must be an error message in the log file of **lmgrd**. Correct the key using the license data sheet for the product. Finally rerun **lmreread**. The log file of **lmgrd** is usually specified to **lmgrd** at startup with the **-l** option or with **>**.
2. Your network has more than one FLEXlm license server daemon and the default license file location for **lmreread** differs from the default assumed by the program. Also, there must be more than one license file. Try one of the following solutions on the same host which produced the error message:

- type:

```
lmreread -c /usr/local/flexlm/licenses/license.dat
```

- set LM_LICENSE_FILE to the license file location and retry the **lmreread** command.
- use the **lmreread** program supplied with the product SW000098, Flexible License Manager. SW000098 is bundled with all TASKING products.

3. There is a protocol version mismatch between **lmgrd** and the daemon with the name "Tasking" (the vendor daemon according to FLEXlm terminology) or there is some other internal error. These errors are always written to the log file of **lmgrd**. The solution is to upgrade the **lmgrd** daemon to the one supplied in SW000098, the bundled Flexible License Manager product.

On the other hand, if **lmreread** complains about not being able to connect to the license server then follow the procedure described in the next section for the error message "Cannot read license file data from server". The only difference with the current situation is that not the product but a license management utility shows a connect problem.

FLEXlm license error, Cannot read license file data from server

This indicates that the program could not connect to the license server daemon. This can have a number of causes. If the program did not immediately print the error message but waited for about 30 seconds (this can vary) then probably the license server host is down or unreachable. If the program responded immediately with the error message then check the following if the `LM_LICENSE_FILE` variable has been set to the format *number@host*:

- is the number correct? It should match the fourth field of a `SERVER` line in the license file on the license server host. Also, the host name on that `SERVER` line should be the same as the host name set in the `LM_LICENSE_FILE` variable. Correct `LM_LICENSE_FILE` if necessary.

In any case one should verify if the license server daemon is running. Type the following command on the host where the license server daemon (**lmgrd**) is supposed to run.

On SunOS 4.x:

```
ps wwax | grep lmgrd | grep -v grep
```

On HP-UX or SunOS 5.x (Solaris 2.x):

```
ps -ef | grep lmgrd | grep -v grep
```

If the command does not produce any output then the license server daemon is not running. See below for an example how to start **lmgrd**.

Make sure that both license server daemon (**lmgrd**) and the program are using the same license data. All TASKING products use the license file `/usr/local/flexlm/licenses/license.dat` unless overruled by the environment variable `LM_LICENSE_FILE`. However, not all existing **lmgrd** daemons may use the same default. In case of doubt, specify the license file pathname with the `-c` option when starting the license server daemon. For example:

```
lmgrd -c /usr/local/flexlm/licenses/license.dat \  
-l /usr/local/flexlm/licenses/license.log &
```

and set the `LM_LICENSE_FILE` environment variable to the `license.dat` pathname mentioned with the `-c` option of **lmgrd** before running any license based program (including **lmreread**, **lmstat**, **lmdown**). If **lmgrd** and the program run on different hosts, transparent access to the license file is assumed in the situation described above (e.g. NFS). If this is not the case, make a local copy of the license file (not recommended) or set `LM_LICENSE_FILE` to the form *number@host*, as described earlier.

If none of the above seems to apply (i.e. **lmgrd** was already running and `LM_LICENSE_FILE` has been set correctly) then it is very likely that there is a TCP port mismatch. The fourth field of a `SERVER` line in the license file specifies a TCP port number. That number can be changed without affecting any license. However, it must never be changed while the license server daemon is running. If it has been changed, change it back to the original value. If you do not know the original number anymore, restart the license server daemon after typing the following command on the license server host:

```
kill PID
```

where `PID` is the process id of **lmgrd**.

6 FREQUENTLY ASKED QUESTIONS (FAQS)

6.1 LICENSE FILE QUESTIONS

I've received FLEXlm license files from 2 different companies. Do I have to combine them?

You don't have to combine license files. Each license file that has any 'counted' lines (the 'number of licenses' field is >0) requires a server. It's perfectly OK to have any number of separate license files, with different **lmgrd** server processes supporting each file. Moreover, since **lmgrd** is a lightweight process, for sites without system administrators, this is often the simplest (and therefore recommended) way to proceed. With v6+ **lmgrd/lmdown/lmreread**, you can stop/reread/restart a single vendor daemon (of any FLEXlm version). This makes combining licenses more attractive than previously. Also, if the application is v6+, using 'dir/*.lic' for license file management behaves like combining licenses without physically combining them.

When is it recommended to combine license files?

Many system administrators, especially for larger sites, prefer to combine license files to ease administration of FLEXlm licenses. It's purely a matter of preference.

Does FLEXlm handle dates in the year 2000 and beyond?

Yes. The FLEXlm date format uses a 4-digit year. Dates in the 20th century (19xx) can be abbreviated to the last 2 digits of the year (xx), and use of this feature is quite widespread. Dates in the year 2000 and beyond must specify all 4 year digits.

6.2 FLEXLM VERSION

Which FLEXlm versions does TASKING deliver?

For Windows we deliver FLEXlm v6.1 and for UNIX we deliver v2.4.

I have products from several companies at various FLEXlm version levels. Do I have to worry about how these versions work together?

If you're not combining license files from different vendors, the simplest thing to do is make sure you use the tools (especially **lmgrd**) that are shipped by each vendor.

lmgrd will always correctly support older versions of vendor daemons and applications, so it's **always** safe to use the latest version of **lmgrd** and the other FLEXlm utilities. If you've combined license files from 2 vendors, you **must** use the latest version of **lmgrd**.

If you've received 2 versions of a product from the same vendor, you must use the latest vendor daemon they sent you. An older vendor daemon with a newer client will cause communication errors.

Please ignore letters appended to FLEXlm versions, i.e., v2.4d. The appended letter indicates a patch, and does NOT indicate any compatibility differences. In particular, some elements of FLEXlm didn't require certain patches, so a 2.4 **lmgrd** will work successfully with a 2.4b vendor daemon.

I've received a new copy of a product from a vendor, and it uses a new version of FLEXlm. Is my old license file still valid?

Yes. Older FLEXlm license files are always valid with newer versions of FLEXlm.

6.3 WINDOWS QUESTIONS

What Windows Host Platforms can be used as a server for Floating Licenses?

The system being used as the server (where the FLEXlm License Manager is running) for Floating licenses, must be Windows NT. The FLEXlm License Manager does not run properly with Windows 95/98.

Why do I need to include NWlink IPX/SPX on NT?

This is necessary for either obtaining the Ethernet card address, or to provide connectivity with a Netware License server.

6.4 TASKING QUESTIONS

How will the TASKING licensing/pricing model change with License Management (FLEXlm)?

TASKING will now offer the following types of licenses so you can purchase licenses based upon usage:

License	Description	Pricing
Node Locked	This license can only be used on a specific system. It cannot be moved to another system.	The pricing for this license will be the current product pricing.
Floating	This license requires a network (license server and a TCP/IP (or IPX/SPX) connection between clients and server) and can be used on any host system (using the same operating system) in the network.	The pricing for this license will be 50% higher than the node locked license.

How does FLEXlm affect future product ordering?

For all licenses, node locked or floating, you must provide information that is used to create a license key. For node locked licenses we must have the HOST ID. Floating licenses require the HOST ID and HOST NAME. The HOST ID is a unique identification of the machine, which is based upon different hardware depending upon host platform. The HOST NAME is the network name of the machine.



TASKING Logistics CANNOT ship ANY orders that do not include the HOST ID and/or HOST NAME information.

What if I do not know the information needed for the license key?

We have a software utility (**tkhostid.exe**) which will obtain and display the HOST ID so a customer can easily obtain this information. This utility is available from our web site, placed on all product CDs (which support FLEXlm), and from technical support. If you have already installed FLEXlm, you can also use **lmhostid**.

- In the case of a *Node locked license*, it is important that the customer runs this utility on the exact machine he intends to run the TASKING tools on.

- In the case of a *Floating License*, the **tkhostid.exe** (or **lmhostid**) utility should be run on the machine on which the FLEXlm license manager will be installed, e.g. the server. The HOST NAME information can be obtained from within the Windows Control Panel. Select "Network", click on "Identification", look for "Computer name".

How will the "locking" mechanism work?

- For node locked licenses, FLEXlm will first search for an ethernet card. If one exists, it will lock onto the number of the ethernet card. If an ethernet card does not exist, FLEXlm will lock onto the hard disk serial number.
- For floating licenses, the ethernet card number will be used.

What happens if I try to move my node locked license to another system?

The software will not run.

What does linger-time for floating licenses mean?

When the TASKING product starts to run, it will try to obtain a license from the license server. The license server keeps track of the number of licenses already issued, and grants or denies the request. When the software has finished running, the license is kept by the license server for a period of time known as the "linger-time". If the same user requests the TASKING product again within the linger-time, he is granted the license again. If another user requests a license during the linger-time, his request is denied until the linger-time has finished.

What is the length of the linger-time for floating licenses?

The length of the linger-time for both the PC and UNIX floating licenses is 5 minutes.

Can the linger-time be changed?

Yes. A customer can change the linger-time to be larger (but not shorter) than the time specified by TASKING.

What happens if my system crashes or I upgrade to a new system?

You will need to contact Technical Support for temporary license keys due to a system crash or to move from one system to another system. You will then need to work with your local sales representative to obtain a permanent new license key.

6.5 USING FLEXLM FOR FLOATING LICENSES

Does FLEXlm work across the internet?

Yes. A server on the internet will serve licenses to anyone else on the internet. This can be limited with the 'INTERNET=' attribute on the FEATURE line, which limits access to a range of internet addresses. You can also use the INCLUDE and EXCLUDE options in the daemon option file to allow (or deny) access to clients running on a range of internet addresses.

Does FLEXlm work with Internet firewalls?

Many firewalls require that port numbers be specified to the firewall. FLEXlm v5 **lmgrd** supports this.

If my client dies, does the server free the license?

Yes, unless the client's whole system crashes. Assuming communications is TCP, the license is automatically freed immediately. If communications are UDP, then the license is freed after the UDP timeout, which is set by each vendor, but defaults to 45 minutes. UDP communications is normally only set by the end-user, so TCP should be assumed. If the whole system crashes, then the license is not freed, and you should use '**lmremove**' to free the license.

What happens when the license server dies?

FLEXlm applications send periodic heartbeats to the server to discover if it has died. What happens when the server dies is then up to the application. Some will simply continue periodically attempting to re-checkout the license when the server comes back up. Some will attempt to re-checkout a license a few times, and then, presumably with some warning, exit. Some GUI applications will present pop-ups to the user periodically letting them know the server is down and needs to be re-started.

How do you tell if a port is already in use?

99.44% of the time, if it's in use, it's because **lmgrd** is already running on the port – or was recently killed, and the port isn't freed yet. Assuming this is not the case, then use '**telnet host port**' – if it says "*can't connect*", it's a free port.

Does FLEXlm require root permissions?

No. There is no part of FLEXlm, **lmgrd**, vendor daemon or application, that requires root permissions. In fact, it is strongly recommended that you do not run the license server (**lmgrd**) as root, since root processes can introduce security risks.

If **lmgrd** must be started from the root user (for example, in a system boot script), we recommend that you use the '**su**' command to run **lmgrd** as a non-privileged user:

```
su username -c"/path/lmgrd -c /path/license.dat \  
-l /path/log"
```

where *username* is a non-privileged user, and *path* is the correct paths to **lmgrd**, *license.dat* and debug log file. You will have to ensure that the vendor daemons listed in */path-to-license/license.dat* have execute permissions for *username*. The paths to all the vendor daemons in the license file are listed on each DAEMON line.

Is it ok to run lmgrd as 'root' (UNIX only)?

It is not prudent to run any command, particularly a daemon, as root on UNIX, as it may pose a security risk to the Operating System. Therefore, we recommend that **lmgrd** be run as a non-privileged user (not 'root'). If you are starting **lmgrd** from a boot script, we recommend that you use

```
su username -c"umask 022; /path/lmgrd \  
-c /path/license.dat -l /path/log"
```

to run **lmgrd** as a non-privileged user.

Does FLEXlm licensing impose a heavy load on the network?

No, but partly this depends on the application, and end-user's use. A typical checkout request requires 5 messages and responses between client and server, and each message is < 150 bytes.

When a server is not receiving requests, it requires virtually no CPU time. When an application, or **lmstat**, requests the list of current users, this can significantly increase the amount of networking FLEXlm uses, depending on the number of current users. Also, prior to FLEXlm v5, use of 'port@host' can increase network load, since the license file is down-loaded from the server to the client. 'port@host' should be, if possible, limited to small license files (say < 50 features). In v5, 'port@host' actually improves performance.

Does FLEXlm work with NFS?

Yes. FLEXlm has no direct interaction with NFS. FLEXlm uses an NFS-mounted file like any other application.

Does FLEXlm work with ATM, ISDN, Token-Ring, etc.?

In general, these have no impact on FLEXlm. FLEXlm requires TCP/IP or SPX (Novell Netware). So long as TCP/IP works, FLEXlm will work.

Does FLEXlm work with subnets, fully-qualified names, multiple domains, etc.?

Yes, although this behavior was improved in v3.0, and v6.0. When a license server and a client are located in different domains, fully-qualified host names have to be used. A fully-qualified hostname is of the form:

node.domain

where *node* is the local hostname (usually returned by the '**hostname**' command or '**uname -n**') *domain* is the internet domain name, e.g. 'globes.com'.

To ensure success with FLEXlm across domains, do the following:

1. Make the sure the fully-qualified hostname is the name on the SERVER line of the license file.
2. Make sure ALL client nodes, as well as the server node, are able to 'telnet' to that fully-qualified hostname. For example, if the host is locally called 'speedy', and the domain name is 'corp.com', local systems will be able to logon to speedy via 'telnet speedy'. But very often, 'telnet speedy.corp.com' will fail, locally.
Note that this telnet command will always succeed on hosts in other domains (assuming everything is configured correctly), since the network will resolve speedy.corp.com automatically.
3. Finally, there must be an 'alias' for speedy so it's also known locally as speedy.corp.com. This alias is added to the `/etc/hosts` file, or if NIS/Yellow Pages are being used, then it will have to be added to the NIS database. This requirement goes away in version 3.0 of FLEXlm.

If all components (application, **lmgrd** and vendor daemon) are v6.0 or higher, no aliases are required; the only requirement is that the fully-qualified domain name, or IP-address, is used as a hostname on the SERVER, or as a hostname in `LM_LICENSE_FILE port@host, or @host`.

Does FLEXlm work with NIS and DNS?

Yes. However, some sites have broken NIS or DNS, which will cause FLEXlm to fail. In v5 of FLEXlm, NIS and DNS can be avoided to solve this problem. In particular, sometimes DNS is configured for a server that's not current available (e.g., a dial-up connection from a PC). Again, if DNS is configured, but the server is not available, FLEXlm will fail.

In addition, some systems, particularly Sun, SGI, HP, require that applications be linked dynamically to support NIS or DNS. If a vendor links statically, this can cause the application to fail at a site that uses NIS or DNS. In these situations, the vendor will have to relink, or recompile with v5 FLEXlm. Vendors are strongly encouraged to use dynamic libraries for libc and networking libraries, since this tends to improve quality in general, as well as making NIS/DNS work.

On PCs, if a checkout seems to take 3 minutes and then fails, this is usually because the system is configured for a dial-up DNS server which is not currently available. The solution here is to turn off DNS.

Finally, hostnames must NOT have periods in the name. These are not legal hostnames, although PCs will allow you to enter them, and they will not work with DNS.

We're using FLEXlm over a wide-area network. What can we do to improve performance?

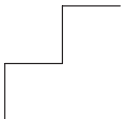
FLEXlm network traffic should be minimized. With the most common uses of FLEXlm, traffic is negligible. In particular, checkout, checkin and heartbeats use very little networking traffic. There are two items, however, which can send considerably more data and should be avoided or used sparingly:

- **'lmstat -a'** should be used sparingly. **'lmstat -a'** should not be used more than, say, once every 15 minutes, and should be particularly avoided when there's a lot of features, or concurrent users, and therefore a lot of data to transmit; say, more than 20 concurrent users or features.
- Prior to FLEXlm v5, the 'port@host' mode of the LM_LICENSE_FILE environment variable should be avoided, especially when the license file has many features, or there are a lot of license files included in LM_LICENSE_FILE. The license file information is sent via the network, and can place a heavy load. Failures due to 'port@host' will generate the error LM_SERVNOREADLIC (-61).

APPENDIX

B

ERROR MESSAGES



B

APPENDIX

1 INTRODUCTION

This appendix lists all diagnostic messages, starting with the error number and the error tag name, followed by the message itself. The error number and/or error tag can be used in **--diag_severity** options to override the normal error severity.

The C++ compiler produces error messages on standard error output. With the **--error_output** option you can redirect the error messages to an error list file.

Normally, diagnostics are written to `stderr` in the following form (TASKING layout):

severity #err_num: message

The *severity* can be one of: **R** (remark), **W** (warning), **E** (error), **F** (fatal error), **S** (internal error).

With **--no_tsw_diagnostics**, diagnostics are written to `stderr` in the following form:

"filename", line line_num: message

With **--display_error_number** this form will be:

"filename", line line_num: severity #err_num: message

or:

"filename", line line_num: severity #err_num-D: message

Where *severity* can be one of: remark, warning, error, catastrophic error, command-line error or internal error.

If the severity may be overridden, the error number will include the suffix **-D** (for discretionary); otherwise no suffix will be present.

In a raw listing file (**-L** option) diagnostic messages have the following layout, starting with the severity (R: remark, W: warning, E: error, C: catastrophe):

[R | W | E | C] *"filename" line_number column_number error_message*



For more detailed information see chapter *Compiler Diagnostics*.

All diagnostic messages are listed below.

2 MESSAGES

- 0001 last_line_incomplete:
last line of file ends without a newline
- 0002 last_line_backslash:
last line of file ends with a backslash
- 0003 include_recursion:
#include file "xxxx" includes itself
- 0004 out_of_memory:
out of memory
- 0005 source_file_could_not_be_opened:
could not open source file "xxxx"
- 0006 comment_unclosed_at_eof:
comment unclosed at end of file
- 0007 bad_token:
unrecognized token
- 0008 unclosed_string:
missing closing quote
- 0009 nested_comment:
nested comment is not allowed
- 0010 bad_use_of_sharp:
"#" not expected here
- 0011 bad_pp_directive_keyword:
unrecognized preprocessing directive
- 0012 end_of_flush:
parsing restarts here after previous syntax error
- 0013 exp_file_name:
expected a file name

- 0014 `extra_text_in_pp_directive:`
extra text after expected end of preprocessing directive
- 0016 `illegal_source_file_name:`
"xxxx" is not a valid source file name
- 0017 `exp_rbracket:`
expected a "]"
- 0018 `exp_rparen:`
expected a ")"
- 0019 `extra_chars_on_number:`
extra text after expected end of number
- 0020 `undefined_identifier:`
identifier "xxxx" is undefined
- 0021 `useless_type_qualifiers:`
type qualifiers are meaningless in this declaration
- 0022 `bad_hex_digit:`
invalid hexadecimal number
- 0023 `integer_too_large:`
integer constant is too large
- 0024 `bad_octal_digit:`
invalid octal digit
- 0025 `zero_length_string:`
quoted string should contain at least one character
- 0026 `too_many_characters:`
too many characters in character constant
- 0027 `bad_character_value:`
character value is out of range
- 0028 `expr_not_constant:`
expression must have a constant value

- 0029 exp_primary_expr:
expected an expression
- 0030 bad_float_value:
floating constant is out of range
- 0031 expr_not_integral:
expression must have integral type
- 0032 expr_not_arithmetic:
expression must have arithmetic type
- 0033 exp_line_number:
expected a line number
- 0034 bad_line_number:
invalid line number
- 0035 error_directive:
#error directive: xxxx
- 0036 missing_pp_if:
the #if for this directive is missing
- 0037 missing_endif:
the #endif for this directive is missing
- 0038 pp_else_already_appeared:
directive is not allowed — an #else has already appeared
- 0039 divide_by_zero:
division by zero
- 0040 exp_identifier:
expected an identifier
- 0041 expr_not_scalar:
expression must have arithmetic or pointer type
- 0042 incompatible_operands:
operand types are incompatible ("*type*" and "*type*")

- 0044 `expr_not_pointer:`
expression must have pointer type
- 0045 `cannot_undef_predef_macro:`
`#undef` may not be used on this predefined name
- 0046 `cannot_redef_predef_macro:`
this predefined name may not be redefined
- 0047 `bad_macro_redef:`
incompatible redefinition of macro *"entity"* (declared at line *xxxx*)
- 0049 `duplicate_macro_param_name:`
duplicate macro parameter name
- 0050 `paste_cannot_be_first:`
`"##"` may not be first in a macro definition
- 0051 `paste_cannot_be_last:`
`"##"` may not be last in a macro definition
- 0052 `exp_macro_param:`
expected a macro parameter name
- 0053 `exp_colon:`
expected a `":"`
- 0054 `too_few_macro_args:`
too few arguments in macro invocation
- 0055 `too_many_macro_args:`
too many arguments in macro invocation
- 0056 `sizeof_function:`
operand of `sizeof` may not be a function
- 0057 `bad_constant_operator:`
this operator is not allowed in a constant expression
- 0058 `bad_pp_operator:`
this operator is not allowed in a preprocessing expression

- 0059 `bad_constant_function_call`:
function call is not allowed in a constant expression
- 0060 `bad_integral_operator`:
this operator is not allowed in an integral constant expression
- 0061 `integer_overflow`:
integer operation result is out of range
- 0062 `negative_shift_count`:
shift count is negative
- 0063 `shift_count_too_large`:
shift count is too large
- 0064 `useless_decl`:
declaration does not declare anything
- 0065 `exp_semicolon`:
expected a ";"
- 0066 `enum_value_out_of_int_range`:
enumeration value is out of "int" range
- 0067 `exp_rbrace`:
expected a "}"
- 0068 `integer_sign_change`:
integer conversion resulted in a change of sign
- 0069 `integer_truncated`:
integer conversion resulted in truncation
- 0070 `incomplete_type_not_allowed`:
incomplete type is not allowed
- 0071 `sizeof_bit_field`:
operand of sizeof may not be a bit field
- 0075 `bad_indirection_operand`:
operand of "*" must be a pointer

- 0076 `empty_macro_argument`:
argument to macro is empty
- 0077 `missing_decl_specifiers`:
this declaration has no storage class or type specifier
- 0078 `initializer_in_param`:
a parameter declaration may not have an initializer
- 0079 `exp_type_specifier`:
expected a type specifier
- 0080 `storage_class_not_allowed`:
a storage class may not be specified here
- 0081 `mult_storage_classes`:
more than one storage class may not be specified
- 0082 `storage_class_not_first`:
storage class is not first
- 0083 `dupl_type_qualifier`:
type qualifier specified more than once
- 0084 `bad_combination_of_type_specifiers`:
invalid combination of type specifiers
- 0085 `bad_param_storage_class`:
invalid storage class for a parameter
- 0086 `bad_function_storage_class`:
invalid storage class for a function
- 0087 `type_specifier_not_allowed`:
a type specifier may not be used here
- 0088 `array_of_function`:
array of functions is not allowed
- 0089 `array_of_void`:
array of void is not allowed

- 0090 `function_returning_function`:
function returning function is not allowed
- 0091 `function_returning_array`:
function returning array is not allowed
- 0092 `param_id_list_needs_function_def`:
identifier-list parameters may only be used in a function definition
- 0093 `function_type_must_come_from_declarator`:
function type may not come from a typedef
- 0094 `array_size_must_be_positive`:
the size of an array must be greater than zero
- 0095 `array_size_too_large`:
array is too large
- 0096 `empty_translation_unit`:
a translation unit must contain at least one declaration
- 0097 `bad_function_return_type`:
a function may not return a value of this type
- 0098 `bad_array_element_type`:
an array may not have elements of this type
- 0099 `decl_should_be_of_param`:
a declaration here must declare a parameter
- 0100 `dupl_param_name`:
duplicate parameter name
- 0101 `id_already_declared`:
"xxxx" has already been declared in the current scope
- 0102 `nonstd_forward_decl_enum`:
forward declaration of enum type is nonstandard
- 0103 `class_too_large`:
class is too large

- 0104 `struct_too_large:`
struct or union is too large
- 0105 `bad_bit_field_size:`
invalid size for bit field
- 0106 `bad_bit_field_type:`
invalid type for a bit field
- 0107 `zero_length_bit_field_must_be_unnamed:`
zero-length bit field must be unnamed
- 0108 `signed_one_bit_field:`
signed bit field of length 1
- 0109 `expr_not_ptr_to_function:`
expression must have (pointer-to-) function type
- 0110 `exp_definition_of_tag:`
expected either a definition or a tag name
- 0111 `code_is_unreachable:`
statement is unreachable
- 0112 `exp_while:`
expected "while"
- 0114 `never_defined:`
entity-kind "entity" was referenced but not defined
- 0115 `continue_must_be_in_loop:`
a continue statement may only be used within a loop
- 0116 `break_must_be_in_loop_or_switch:`
a break statement may only be used within a loop or switch
- 0117 `no_value_returned_in_non_void_function:`
non-void *entity-kind "entity"* (declared at line `xxxx`) should return a value

- 0118 `value_returned_in_void_function`:
a void function may not return a value
- 0119 `cast_to_bad_type`:
cast to type "*type*" is not allowed
- 0120 `bad_return_value_type`:
return value type does not match the function type
- 0121 `case_label_must_be_in_switch`:
a case label may only be used within a switch
- 0122 `default_label_must_be_in_switch`:
a default label may only be used within a switch
- 0123 `case_label_appears_more_than_once`:
case label value has already appeared in this switch
- 0124 `default_label_appears_more_than_once`:
default label has already appeared in this switch
- 0125 `exp_lparen`:
expected a "("
- 0126 `expr_not_an_lvalue`:
expression must be an lvalue
- 0127 `exp_statement`:
expected a statement
- 0128 `loop_not_reachable`:
loop is not reachable from preceding code
- 0129 `block_scope_function_must_be_extern`:
a block-scope function may only have extern storage class
- 0130 `exp_lbrace`:
expected a "{"
- 0131 `expr_not_ptr_to_class`:
expression must have pointer-to-class type

- 0132 `expr_not_ptr_to_struct_or_union`:
expression must have pointer-to-struct-or-union type
- 0133 `exp_member_name`:
expected a member name
- 0134 `exp_field_name`:
expected a field name
- 0135 `not_a_member`:
entity-kind "entity" has no member "xxxx"
- 0136 `not_a_field`:
entity-kind "entity" has no field "xxxx"
- 0137 `expr_not_a_modifiable_lvalue`:
expression must be a modifiable lvalue
- 0138 `address_of_register_variable`:
taking the address of a register variable is not allowed
- 0139 `address_of_bit_field`:
taking the address of a bit field is not allowed
- 0140 `too_many_arguments`:
too many arguments in function call
- 0141 `all_proto_params_must_be_named`:
unnamed prototyped parameters not allowed when body is present
- 0142 `expr_not_pointer_to_object`:
expression must have pointer-to-object type
- 0143 `program_too_large`:
program too large or complicated to compile
- 0144 `bad_initializer_type`:
a value of type "*type*" cannot be used to initialize an entity of type "*type*"

- 0145 cannot_initialize:
entity-kind "entity" may not be initialized
- 0146 too_many_initializer_values:
too many initializer values
- 0147 not_compatible_with_previous_decl:
declaration is incompatible with *entity-kind "entity"* (declared at line xxxx)
- 0148 already_initialized:
entity-kind "entity" has already been initialized
- 0149 bad_file_scope_storage_class:
a global-scope declaration may not have this storage class
- 0150 type_cannot_be_param_name:
a type name may not be redeclared as a parameter
- 0151 typedef_cannot_be_param_name:
a typedef name may not be redeclared as a parameter
- 0152 non_zero_int_conv_to_pointer:
conversion of nonzero integer to pointer
- 0153 expr_not_class:
expression must have class type
- 0154 expr_not_struct_or_union:
expression must have struct or union type
- 0155 old_fashioned_assignment_operator:
old-fashioned assignment operator
- 0156 old_fashioned_initializer:
old-fashioned initializer
- 0157 expr_not_integral_constant:
expression must be an integral constant expression

- 0158 `expr_not_an_lvalue_or_function_designator`:
expression must be an lvalue or a function designator
- 0159 `decl_incompatible_with_previous_use`:
declaration is incompatible with previous "*entity*" (declared at line *xxxx*)
- 0160 `external_name_clash`:
name conflicts with previously used external name "*xxxx*"
- 0161 `unrecognized_pragma`:
unrecognized `#pragma`
- 0163 `cannot_open_temp_file`:
could not open temporary file "*xxxx*"
- 0164 `temp_file_dir_name_too_long`:
name of directory for temporary files is too long ("*xxxx*")
- 0165 `too_few_arguments`:
too few arguments in function call
- 0166 `bad_float_constant`:
invalid floating constant
- 0167 `incompatible_param`:
argument of type "*type*" is incompatible with parameter of type "*type*"
- 0168 `function_type_not_allowed`:
a function type is not allowed here
- 0169 `exp_declaration`:
expected a declaration
- 0170 `pointer_outside_base_object`:
pointer points outside of underlying object
- 0171 `bad_cast`:
invalid type conversion

- 0172 `linkage_conflict`:
external/internal linkage conflict with previous declaration
- 0173 `float_to_integer_conversion`:
floating-point value does not fit in required integral type
- 0174 `expr_has_no_effect`:
expression has no effect
- 0175 `subscript_out_of_range`:
subscript out of range
- 0177 `declared_but_not_referenced`:
entity-kind "entity" was declared but never referenced
- 0178 `pcc_address_of_array`:
"&" applied to an array has no effect
- 0179 `mod_by_zero`:
right operand of "%" is zero
- 0180 `old_style_incompatible_param`:
argument is incompatible with formal parameter
- 0181 `printf_arg_mismatch`:
argument is incompatible with corresponding format string conversion
- 0182 `empty_include_search_path`:
could not open source file "xxxx" (no directories in search list)
- 0183 `cast_not_integral`:
type of cast must be integral
- 0184 `cast_not_scalar`:
type of cast must be arithmetic or pointer
- 0185 `initialization_not_reachable`:
dynamic initialization in unreachable code

- 0186 `unsigned_compare_with_zero`:
pointless comparison of unsigned integer with zero
- 0187 `assign_where_compare_meant`:
use of "=" where "==" may have been intended
- 0188 `mixed_enum_type`:
enumerated type mixed with another type
- 0189 `file_write_error`:
error while writing `xxxx` file
- 0190 `bad_il_file`:
invalid intermediate language file
- 0191 `cast_to_qualified_type`:
type qualifier is meaningless on cast type
- 0192 `unrecognized_char_escape`:
unrecognized character escape sequence
- 0193 `undefined_preproc_id`:
zero used for undefined preprocessing identifier
- 0194 `exp_asm_string`:
expected an asm string
- 0195 `asm_func_must_be_prototyped`:
an asm function must be prototyped
- 0196 `bad_asm_func_ellipsis`:
an asm function may not have an ellipsis
- 0219 `file_delete_error`:
error while deleting file "`xxxx`"
- 0220 `integer_to_float_conversion`:
integral value does not fit in required floating-point type
- 0221 `float_to_float_conversion`:
floating-point value does not fit in required floating-point type

- 0222 `bad_float_operation_result`:
floating-point operation result is out of range
- 0223 `implicit_func_decl`:
function declared implicitly
- 0224 `too_few_printf_args`:
the format string requires additional arguments
- 0225 `too_many_printf_args`:
the format string ends before this argument
- 0226 `bad_printf_format_string`:
invalid format string conversion
- 0227 `macro_recursion`:
macro recursion
- 0228 `nonstd_extra_comma`:
trailing comma is nonstandard
- 0229 `enum_bit_field_too_small`:
bit field cannot contain all values of the enumerated type
- 0230 `nonstd_bit_field_type`:
nonstandard type for a bit field
- 0231 `decl_in_prototype_scope`:
declaration is not visible outside of function
- 0232 `decl_of_void_ignored`:
old-fashioned typedef of "void" ignored
- 0233 `old_fashioned_field_selection`:
left operand is not a struct or union containing this field
- 0234 `old_fashioned_ptr_field_selection`:
pointer does not point to struct or union containing this field
- 0235 `var_retained_incomp_type`:
variable "xxxx" was declared with a never-completed type

- 0236 `boolean_controlling_expr_is_constant`:
controlling expression is constant
- 0237 `switch_selector_expr_is_constant`:
selector expression is constant
- 0238 `bad_param_specifier`:
invalid specifier on a parameter
- 0239 `bad_specifier_outside_class_decl`:
invalid specifier outside a class declaration
- 0240 `dupl_decl_specifier`:
duplicate specifier in declaration
- 0241 `base_class_not_allowed_for_union`:
a union is not allowed to have a base class
- 0242 `access_already_specified`:
multiple access control specifiers are not allowed
- 0243 `missing_class_definition`:
class or struct definition is missing
- 0244 `name_not_member_of_class_or_base_classes`:
qualified name is not a member of class "*type*" or its base classes
- 0245 `member_ref_requires_object`:
a nonstatic member reference must be relative to a specific object
- 0246 `nonstatic_member_def_not_allowed`:
a nonstatic data member may not be defined outside its class
- 0247 `already_defined`:
entity-kind "entity" has already been defined
- 0248 `pointer_to_reference`:
pointer to reference is not allowed
- 0249 `reference_to_reference`:
reference to reference is not allowed

- 0250 `reference_to_void`:
reference to void is not allowed
- 0251 `array_of_reference`:
array of reference is not allowed
- 0252 `missing_initializer_on_reference`:
reference *entity-kind* "entity" requires an initializer
- 0253 `exp_comma`:
expected a ","
- 0254 `type_identifier_not_allowed`:
type name is not allowed
- 0255 `type_definition_not_allowed`:
type definition is not allowed
- 0256 `bad_type_name_redeclaration`:
invalid redeclaration of type name "entity" (declared at line .xxxx)
- 0257 `missing_initializer_on_const`:
const *entity-kind* "entity" requires an initializer
- 0258 `this_used_incorrectly`:
"this" may only be used inside a nonstatic member function
- 0259 `constant_value_not_known`:
constant value is not known
- 0260 `missing_type_specifier`:
explicit type is missing ("int" assumed)
- 0261 `missing_access_specifier`:
access control not specified ("xxxx" by default)
- 0262 `not_a_class_or_struct_name`:
not a class or struct name
- 0263 `dupl_base_class_name`:
duplicate base class name

- 0264 `bad_base_class`:
invalid base class
- 0265 `no_access_to_name`:
entity-kind "*entity*" is inaccessible
- 0266 `ambiguous_name`:
"*entity*" is ambiguous
- 0267 `old_style_parameter_list`:
old-style parameter list (anachronism)
- 0268 `declaration_after_statements`:
declaration may not appear after executable statement in block
- 0269 `inaccessible_base_class`:
implicit conversion to inaccessible base class "*type*" is not allowed
- 0274 `improperly_terminated_macro_call`:
improperly terminated macro invocation
- 0276 `id_must_be_class_or_namespace_name`:
name followed by "::<" must be a class or namespace name
- 0277 `bad_friend_decl`:
invalid friend declaration
- 0278 `value_returned_in_constructor`:
a constructor or destructor may not return a value
- 0279 `bad_destructor_decl`:
invalid destructor declaration
- 0280 `class_and_member_name_conflict`:
invalid declaration of a member with the same name as its class
- 0281 `global_qualifier_not_allowed`:
global-scope qualifier (leading "::<") is not allowed
- 0282 `name_not_found_in_file_scope`:
the global scope has no "xxxx"

- 0283 `qualified_name_not_allowed`:
qualified name is not allowed
- 0284 `null_reference`:
NULL reference is not allowed
- 0285 `brace_initialization_not_allowed`:
initialization with "{...}" is not allowed for object of type "*type*"
- 0286 `ambiguous_base_class`:
base class "*type*" is ambiguous
- 0287 `ambiguous_derived_class`:
derived class "*type*" contains more than one instance of class "*type*"
- 0288 `derived_class_from_virtual_base`:
cannot convert pointer to base class "*type*" to pointer to derived class "*type*" — base class is virtual
- 0289 `no_matching_constructor`:
no instance of constructor "*entity*" matches the argument list
- 0290 `ambiguous_copy_constructor`:
copy constructor for class "*type*" is ambiguous
- 0291 `no_default_constructor`:
no default constructor exists for class "*type*"
- 0292 `not_a_field_or_base_class`:
"*xxxx*" is not a nonstatic data member or base class of class "*type*"
- 0293 `indirect_nonvirtual_base_class_not_allowed`:
indirect nonvirtual base class is not allowed
- 0294 `bad_union_field`:
invalid union member — class "*type*" has a disallowed member function
- 0296 `bad_rvalue_array`:
invalid use of non-lvalue array

- 0297 `exp_operator`:
expected an operator
- 0298 `inherited_member_not_allowed`:
inherited member is not allowed
- 0299 `indeterminate_overloaded_function`:
cannot determine which instance of *entity-kind "entity"* is intended
- 0300 `bound_function_must_be_called`:
a pointer to a bound function may only be used to call the function
- 0301 `duplicate_typedef`:
typedef name has already been declared (with same type)
- 0302 `function_redefinition`:
entity-kind "entity" has already been defined
- 0304 `no_matching_function`:
no instance of *entity-kind "entity"* matches the argument list
- 0305 `type_def_not_allowed_in_func_type_decl`:
type definition is not allowed in function return type declaration
- 0306 `default_arg_not_at_end`:
default argument not at end of parameter list
- 0307 `default_arg_already_defined`:
redefinition of default argument
- 0308 `ambiguous_overloaded_function`:
more than one instance of *entity-kind "entity"* matches the argument list:
- 0309 `ambiguous_constructor`:
more than one instance of constructor *"entity"* matches the argument list:
- 0310 `bad_default_arg_type`:
default argument of type *"type"* is incompatible with parameter of type *"type"*

- 0311 `return_type_cannot_distinguish_functions`:
cannot overload functions distinguished by return type alone
- 0312 `no_user_defined_conversion`:
no suitable user-defined conversion from "*type*" to "*type*" exists
- 0313 `function_qualifier_not_allowed`:
type qualifier is not allowed on this function
- 0314 `virtual_static_not_allowed`:
only nonstatic member functions may be virtual
- 0315 `unequal_function_with_qual_object`:
the object has type qualifiers that are not compatible with the member function
- 0316 `too_many_virtual_functions`:
program too large to compile (too many virtual functions)
- 0317 `bad_return_type_on_virtual_function_override`:
return type is not identical to nor covariant with return type "*type*" of overridden virtual function *entity-kind* "*entity*"
- 0318 `ambiguous_virtual_function_override`:
override of virtual *entity-kind* "*entity*" is ambiguous
- 0319 `pure_specifier_on_nonvirtual_function`:
pure specifier ("= 0") allowed only on virtual functions
- 0320 `bad_pure_specifier`:
badly-formed pure specifier (only "= 0" is allowed)
- 0321 `bad_data_member_initialization`:
data member initializer is not allowed
- 0322 `abstract_class_object_not_allowed`:
object of abstract class type "*type*" is not allowed:
- 0323 `function_returning_abstract_class`:
function returning abstract class "*type*" is not allowed:

- 0324 `duplicate_friend_decl:`
duplicate friend declaration
- 0325 `inline_and_nonfunction:`
inline specifier allowed on function declarations only
- 0326 `inline_not_allowed:`
"inline" is not allowed
- 0327 `bad_storage_class_with_inline:`
invalid storage class for an inline function
- 0328 `bad_member_storage_class:`
invalid storage class for a class member
- 0329 `local_class_function_def_missing:`
local class member *entity-kind* "entity" requires a definition
- 0330 `inaccessible_special_function:`
entity-kind "entity" is inaccessible
- 0332 `missing_const_copy_constructor:`
class "type" has no copy constructor to copy a const object
- 0333 `definition_of_implicitly_declared_function:`
defining an implicitly declared member function is not allowed
- 0334 `no_suitable_copy_constructor:`
class "type" has no suitable copy constructor
- 0335 `linkage_specifier_not_allowed:`
linkage specification is not allowed
- 0336 `bad_linkage_specifier:`
unknown external linkage specification
- 0337 `incompatible_linkage_specifier:`
linkage specification is incompatible with previous "entity"
(declared at line xxx)

- 0338 overloaded_function_linkage:
more than one instance of overloaded function "*entity*" has "C"
linkage
- 0339 ambiguous_default_constructor:
class "*type*" has more than one default constructor
- 0340 temp_used_for_ref_init:
value copied to temporary, reference to temporary used
- 0341 nonmember_operator_not_allowed:
"operator:xxxx" must be a member function
- 0342 static_member_operator_not_allowed:
operator may not be a static member function
- 0343 too_many_args_for_conversion:
no arguments allowed on user-defined conversion
- 0344 too_many_args_for_operator:
too many parameters for this operator function
- 0345 too_few_args_for_operator:
too few parameters for this operator function
- 0346 no_params_with_class_type:
nonmember operator requires a parameter with class type
- 0347 default_arg_expr_not_allowed:
default argument is not allowed
- 0348 ambiguous_user_defined_conversion:
more than one user-defined conversion from "*type*" to "*type*"
applies:
- 0349 no_matching_operator_function:
no operator "xxxx" matches these operands
- 0350 ambiguous_operator_function:
more than one operator "xxxx" matches these operands:

- 0351 `bad_arg_type_for_operator_new`:
first parameter of allocation function must be of type "size_t"
- 0352 `bad_return_type_for_op_new`:
allocation function requires "void *" return type
- 0353 `bad_return_type_for_op_delete`:
deallocation function requires "void" return type
- 0354 `bad_first_arg_type_for_operator_delete`:
first parameter of deallocation function must be of type "void *"
- 0356 `type_must_be_object_type`:
type must be an object type
- 0357 `base_class_already_initialized`:
base class "*type*" has already been initialized
- 0358 `base_class_init_anachronism`:
base class name required — "*type*" assumed (anachronism)
- 0359 `member_already_initialized`:
entity-kind "*entity*" has already been initialized
- 0360 `missing_base_class_or_member_name`:
name of member or base class is missing
- 0361 `assignment_to_this`:
assignment to "this" (anachronism)
- 0362 `overload_anachronism`:
"overload" keyword used (anachronism)
- 0363 `anon_union_member_access`:
invalid anonymous union — nonpublic member is not allowed
- 0364 `anon_union_member_function`:
invalid anonymous union — member function is not allowed

- 0365 `anon_union_storage_class`:
anonymous union at global or namespace scope must be declared static
- 0366 `missing_initializer_on_fields`:
entity-kind "entity" provides no initializer for:
- 0367 `cannot_initialize_fields`:
implicitly generated constructor for class *"type"* cannot initialize:
- 0368 `no_ctor_but_const_or_ref_member`:
entity-kind "entity" defines no constructor to initialize the following:
- 0369 `var_with_uninitialized_member`:
entity-kind "entity" has an uninitialized const or reference member
- 0370 `var_with_uninitialized_field`:
entity-kind "entity" has an uninitialized const field
- 0371 `missing_const_assignment_operator`:
class *"type"* has no assignment operator to copy a const object
- 0372 `no_suitable_assignment_operator`:
class *"type"* has no suitable assignment operator
- 0373 `ambiguous_assignment_operator`:
ambiguous assignment operator for class *"type"*
- 0375 `missing_typedef_name`:
declaration requires a typedef name
- 0377 `virtual_not_allowed`:
"virtual" is not allowed
- 0378 `static_not_allowed`:
"static" is not allowed
- 0379 `bound_function_cast_anachronism`:
cast of bound function to normal function pointer (anachronism)

- 0380 `expr_not_ptr_to_member`:
expression must have pointer-to-member type
- 0381 `extra_semicolon`:
extra ";" ignored
- 0382 `nonstd_const_member`:
nonstandard member constant declaration (standard form is a static const integral member)
- 0384 `no_matching_new_function`:
no instance of overloaded "*entity*" matches the argument list
- 0386 `no_match_for_addr_of_overloaded_function`:
no instance of *entity-kind* "*entity*" matches the required type
- 0387 `delete_count_anachronism`:
delete array size expression used (anachronism)
- 0388 `bad_return_type_for_op_arrow`:
"operator->" for class "*type*" returns invalid type "*type*"
- 0389 `cast_to_abstract_class`:
a cast to abstract class "*type*" is not allowed:
- 0390 `bad_use_of_main`:
function "main" may not be called or have its address taken
- 0391 `initializer_not_allowed_on_array_new`:
a new-initializer may not be specified for an array
- 0392 `member_function_redecl_outside_class`:
member function "*entity*" may not be redeclared outside its class
- 0393 `ptr_to_incomplete_class_type_not_allowed`:
pointer to incomplete class type is not allowed
- 0394 `ref_to_nested_function_var`:
reference to local variable of enclosing function is not allowed

- 0395 `single_arg_postfix_incr_decr_anachronism`:
single-argument function used for postfix *"xxx"* (anachronism)
- 0397 `bad_default_assignment`:
implicitly generated assignment operator cannot copy:
- 0398 `nonstd_array_cast`:
cast to array type is nonstandard (treated as cast to *"type"*)
- 0399 `class_with_op_new_but_no_op_delete`:
entity-kind "entity" has an operator `newxxxx()` but no default operator `deletexxxx()`
- 0400 `class_with_op_delete_but_no_op_new`:
entity-kind "entity" has a default operator `deletexxxx()` but no operator `newxxxx()`
- 0401 `base_class_with_nonvirtual_dtor`:
destructor for base class *"type"* is not virtual
- 0403 `member_function_redeclaration`:
entity-kind "entity" has already been declared
- 0404 `inline_main`:
function *"main"* may not be declared inline
- 0405 `class_and_member_function_name_conflict`:
member function with the same name as its class must be a constructor
- 0406 `nested_class_anachronism`:
using nested *entity-kind "entity"* (anachronism)
- 0407 `too_many_params_for_destructor`:
a destructor may not have parameters
- 0408 `bad_constructor_param`:
copy constructor for class *"type"* may not have a parameter of type *"type"*

- 0409 `incomplete_function_return_type`:
entity-kind "entity" returns incomplete type *"type"*
- 0410 `protected_access_problem`:
protected *entity-kind "entity"* is not accessible through a *"type"* pointer or object
- 0411 `param_not_allowed`:
a parameter is not allowed
- 0412 `asm_decl_not_allowed`:
an "asm" declaration is not allowed here
- 0413 `no_conversion_function`:
no suitable conversion function from *"type"* to *"type"* exists
- 0414 `delete_of_incomplete_class`:
delete of pointer to incomplete class
- 0415 `no_constructor_for_conversion`:
no suitable constructor exists to convert from *"type"* to *"type"*
- 0416 `ambiguous_constructor_for_conversion`:
more than one constructor applies to convert from *"type"* to *"type"*:
- 0417 `ambiguous_conversion_function`:
more than one conversion function from *"type"* to *"type"* applies:
- 0418 `ambiguous_conversion_to_builtin`:
more than one conversion function from *"type"* to a built-in type applies:
- 0424 `addr_of_constructor_or_destructor`:
a constructor or destructor may not have its address taken
- 0425 `dollar_used_in_identifier`:
dollar sign ("\$\$") used in identifier
- 0426 `nonconst_ref_init_anachronism`:
temporary used for initial value of reference to non-const (anachronism)

- 0427 `qualifier_in_member_declaration`:
qualified name is not allowed in member declaration
- 0428 `mixed_enum_type_anachronism`:
enumerated type mixed with another type (anachronism)
- 0429 `new_array_size_must_be_nonnegative`:
the size of an array in "new" must be non-negative
- 0430 `return_ref_init_requires_temp`:
returning reference to local temporary
- 0432 `enum_not_allowed`:
"enum" declaration is not allowed
- 0433 `qualifier_dropped_in_ref_init`:
qualifiers dropped in binding reference of type "*type*" to initializer of type "*type*"
- 0434 `bad_nonconst_ref_init`:
a reference of type "*type*" (not const-qualified) cannot be initialized with a value of type "*type*"
- 0435 `delete_of_function_pointer`:
a pointer to function may not be deleted
- 0436 `bad_conversion_function_decl`:
conversion function must be a nonstatic member function
- 0437 `bad_template_declaration_scope`:
template declaration is not allowed here
- 0438 `exp_lt`:
expected a "<"
- 0439 `exp_gt`:
expected a ">"
- 0440 `missing_template_param`:
template parameter declaration is missing

- 0441 `missing_template_arg_list`:
argument list for *entity-kind* "entity" is missing
- 0442 `too_few_template_args`:
too few arguments for *entity-kind* "entity"
- 0443 `too_many_template_args`:
too many arguments for *entity-kind* "entity"
- 0445 `not_used_in_template_function_params`:
entity-kind "entity" is not used in declaring the parameter types of
entity-kind "entity"
- 0446 `cfront_multiple_nested_types`:
two nested types have the same name: "entity" and "entity"
(declared at line .xxxx) (cfront compatibility)
- 0447 `cfront_global_defined_after_nested_type`:
global "entity" was declared after nested "entity" (declared at line
.xxxx) (cfront compatibility)
- 0449 `ambiguous_ptr_to_overloaded_function`:
more than one instance of *entity-kind* "entity" matches the required
type
- 0450 `nonstd_long_long`:
the type "long long" is nonstandard
- 0451 `nonstd_friend_decl`:
omission of "xxxx" is nonstandard
- 0452 `return_type_on_conversion_function`:
return type may not be specified on a conversion function
- 0456 `runaway_recursive_instantiation`:
excessive recursion at instantiation of *entity-kind* "entity"
- 0457 `bad_template_declaration`:
"xxxx" is not a function or static data member

- 0458 `bad_nontype_template_arg`:
argument of type "*type*" is incompatible with template parameter of type "*type*"
- 0459 `init_needing_temp_not_allowed`:
initialization requiring a temporary or conversion is not allowed
- 0460 `decl_hides_function_parameter`:
declaration of "xxxx" hides function parameter
- 0461 `nonconst_ref_init_from_rvalue`:
initial value of reference to non-const must be an lvalue
- 0463 `template_not_allowed`:
"template" is not allowed
- 0464 `not_a_class_template`:
"*type*" is not a class template
- 0466 `function_template_named_main`:
"main" is not a valid name for a function template
- 0467 `union_nonunion_mismatch`:
invalid reference to *entity-kind* "*entity*" (union/nonunion mismatch)
- 0468 `local_type_in_template_arg`:
a template argument may not reference a local type
- 0469 `tag_kind_incompatible_with_declaration`:
tag kind of xxxx is incompatible with declaration of *entity-kind* "*entity*" (declared at line xxxx)
- 0470 `name_not_tag_in_file_scope`:
the global scope has no tag named "xxxx"
- 0471 `not_a_tag_member`:
entity-kind "*entity*" has no tag member named "xxxx"
- 0472 `ptr_to_member_typedef`:
member function typedef (allowed for cfront compatibility)

- 0473 `bad_use_of_member_function_typedef`:
entity-kind "entity" may be used only in pointer-to-member declaration
- 0475 `nonexternal_entity_in_template_arg`:
a template argument may not reference a non-external entity
- 0476 `id_must_be_class_or_type_name`:
name followed by "::~" must be a class name or a type name
- 0477 `destructor_name_mismatch`:
destructor name does not match name of class *"type"*
- 0478 `destructor_type_mismatch`:
type used as destructor name does not match type *"type"*
- 0479 `called_function_redeclared_inline`:
entity-kind "entity" redeclared "inline" after being called
- 0481 `bad_storage_class_on_template_decl`:
invalid storage class for a template declaration
- 0482 `no_access_to_type_cfront_mode`:
entity-kind "entity" is an inaccessible type (allowed for cfront compatibility)
- 0483 `return_type_not_allowed`:
a return type is not allowed
- 0484 `invalid_instantiation_argument`:
invalid explicit instantiation declaration
- 0485 `not_instantiatable_entity`:
entity-kind "entity" is not an entity that can be instantiated
- 0486 `compiler_generated_function_cannot_be_instantiated`:
compiler generated *entity-kind "entity"* cannot be explicitly instantiated
- 0487 `inline_function_cannot_be_instantiated`:
inline *entity-kind "entity"* cannot be explicitly instantiated

- 0488 pure_virtual_function_cannot_be_instantiated:
pure virtual *entity-kind "entity"* cannot be explicitly instantiated
- 0489 instantiation_requested_no_definition_supplied:
entity-kind "entity" cannot be instantiated — no template definition was supplied
- 0490 instantiation_requested_and_specialized:
entity-kind "entity" cannot be instantiated — it has been explicitly specialized
- 0491 no_constructor:
class *"type"* has no constructor
- 0493 no_match_for_type_of_overloaded_function:
no instance of *entity-kind "entity"* matches the specified type
- 0494 nonstd_void_param_list:
declaring a void parameter list with a typedef is nonstandard
- 0495 cfront_name_lookup_bug:
global *entity-kind "entity"* used instead of *entity-kind "entity"* (cfront compatibility)
- 0496 redeclaration_of_template_param_name:
template parameter *"xxxx"* may not be redeclared in this scope
- 0497 decl_hides_template_parameter:
declaration of *"xxxx"* hides template parameter
- 0498 must_be_prototype_instantiation:
template argument list must match the parameter list
- 0499 conversion_to_type_not_allowed:
conversion function to convert from *"type"* to *"type"* is not allowed
- 0500 bad_extra_arg_for_postfix_operator:
extra parameter of postfix *"operatorxxxx"* must be of type *"int"*
- 0501 function_type_required:
an operator name must be declared as a function

- 0502 operator_name_not_allowed:
operator name is not allowed
- 0503 bad_scope_for_specialization:
entity-kind "entity" cannot be specialized in the current scope
- 0504 nonstd_member_function_address:
nonstandard form for taking the address of a member function
- 0505 too_few_template_params:
too few template parameters — does not match previous declaration
- 0506 too_many_template_params:
too many template parameters — does not match previous declaration
- 0507 template_operator_delete:
function template for operator delete(void *) is not allowed
- 0508 class_template_same_name_as_tmpl_param:
class template and template parameter may not have the same name
- 0510 unnamed_type_in_template_arg:
a template argument may not reference an unnamed type
- 0511 enum_type_not_allowed:
enumerated type is not allowed
- 0512 qualified_reference_type:
type qualifier on a reference type is not allowed
- 0513 incompatible_assignment_operands:
a value of type *"type"* cannot be assigned to an entity of type *"type"*
- 0514 unsigned_compare_with_negative:
pointless comparison of unsigned integer with a negative constant
- 0515 converting_to_incomplete_class:
cannot convert to incomplete class *"type"*

- 0516 `missing_initializer_on_unnamed_const`:
const object requires an initializer
- 0517 `unnamed_object_with_uninitialized_field`:
object has an uninitialized const or reference member
- 0518 `nonstd_pp_directive`:
nonstandard preprocessing directive
- 0519 `unexpected_template_arg_list`:
entity-kind "entity" may not have a template argument list
- 0520 `missing_initializer_list`:
initialization with "{...}" expected for aggregate object
- 0521 `incompatible_ptr_to_member_selection_operands`:
pointer-to-member selection class types are incompatible ("*type*" and "*type*")
- 0522 `self_friendship`:
pointless friend declaration
- 0523 `period_used_as_qualifier`:
"." used in place of "::" to form a qualified name (cfront anachronism)
- 0524 `const_function_anachronism`:
non-const function called for const object (anachronism)
- 0525 `dependent_stmt_is_declaration`:
a dependent statement may not be a declaration
- 0526 `void_param_not_allowed`:
a parameter may not have void type
- 0529 `bad_tmpl_arg_expr_operator`:
this operator is not allowed in a template argument expression
- 0530 `missing_handler`:
try block requires at least one handler

- 0531 `missing_exception_declaration`:
handler requires an exception declaration
- 0532 `masked_by_default_handler`:
handler is masked by default handler
- 0533 `masked_by_handler`:
handler is potentially masked by previous handler for type *"type"*
- 0534 `local_type_used_in_exception`:
use of a local type to specify an exception
- 0535 `redundant_exception_specification_type`:
redundant type in exception specification
- 0536 `incompatible_exception_specification`:
exception specification is incompatible with that of previous
entity-kind "entity" (declared at line *xxxx*):
- 0540 `no_exception_support`:
support for exception handling is disabled
- 0541 `omitted_exception_specification`:
omission of exception specification is incompatible with previous
entity-kind "entity" (declared at line *xxxx*)
- 0542 `cannot_create_instantiation_request_file`:
could not create instantiation request file *"xxxx"*
- 0543 `non_arith_operation_in_tmpl_arg`:
non-arithmetic operation not allowed in nontype template
argument
- 0544 `local_type_in_nonlocal_var`:
use of a local type to declare a nonlocal variable
- 0545 `local_type_in_function`:
use of a local type to declare a function
- 0546 `branch_past_initialization`:
transfer of control bypasses initialization of:

- 0548 `branch_into_handler`:
transfer of control into an exception handler
- 0549 `used_before_set`:
entity-kind "entity" is used before its value is set
- 0550 `set_but_not_used`:
entity-kind "entity" was set but never used
- 0551 `bad_scope_for_definition`:
entity-kind "entity" cannot be defined in the current scope
- 0552 `exception_specification_not_allowed`:
exception specification is not allowed
- 0553 `template_and_instance_linkage_conflict`:
external/internal linkage conflict for *entity-kind "entity"* (declared at line `xxxx`)
- 0554 `conversion_function_not_usable`:
entity-kind "entity" will not be called for implicit or explicit conversions
- 0555 `tag_kind_incompatible_with_template_parameter`:
tag kind of `xxxx` is incompatible with template parameter of type *"type"*
- 0556 `template_operator_new`:
function template for operator `new(size_t)` is not allowed
- 0558 `bad_member_type_in_ptr_to_member`:
pointer to member of type *"type"* is not allowed
- 0559 `ellipsis_on_operator_function`:
ellipsis is not allowed in operator function parameter list
- 0560 `unimplemented_keyword`:
"entity" is reserved for future use as a keyword
- 0561 `cl_invalid_macro_definition`:
invalid macro definition:

- 0562 `cl_invalid_macro_undefinition:`
invalid macro undefinition:
- 0563 `cl_invalid_preprocessor_output_file:`
invalid preprocessor output file
- 0564 `cl_cannot_open_preprocessor_output_file:`
cannot open preprocessor output file
- 0565 `cl_il_file_must_be_specified:`
IL file name must be specified if input is
- 0566 `cl_invalid_il_output_file:`
invalid IL output file
- 0567 `cl_cannot_open_il_output_file:`
cannot open IL output file
- 0568 `cl_invalid_C_output_file:`
invalid C output file
- 0569 `cl_cannot_open_C_output_file:`
cannot open C output file
- 0570 `cl_error_in_debug_option_argument:`
error in debug option argument
- 0571 `cl_invalid_option:`
invalid option:
- 0572 `cl_back_end_requires_il_file:`
back end requires name of IL file
- 0573 `cl_could_not_open_il_file:`
could not open IL file
- 0574 `cl_invalid_number:`
invalid number:
- 0575 `cl_incorrect_host_id:`
incorrect host CPU id

- 0576 `cl_invalid_instantiation_mode:`
invalid instantiation mode:
- 0578 `cl_invalid_error_limit:`
invalid error limit:
- 0579 `cl_invalid_raw_listing_output_file:`
invalid raw-listing output file
- 0580 `cl_cannot_open_raw_listing_output_file:`
cannot open raw-listing output file
- 0581 `cl_invalid_xref_output_file:`
invalid cross-reference output file
- 0582 `cl_cannot_open_xref_output_file:`
cannot open cross-reference output file
- 0583 `cl_invalid_error_output_file:`
invalid error output file
- 0584 `cl_cannot_open_error_output_file:`
cannot open error output file
- 0585 `cl_vtbl_option_only_in_cplusplus:`
virtual function tables can only be suppressed when compiling C++
- 0586 `cl_anachronism_option_only_in_cplusplus:`
anachronism option can be used only when compiling C++
- 0587 `cl_instantiation_option_only_in_cplusplus:`
instantiation mode option can be used only when compiling C++
- 0588 `cl_auto_instantiation_option_only_in_cplusplus:`
automatic instantiation mode can be used only when compiling C++
- 0589 `cl_implicit_inclusion_option_only_in_cplusplus:`
implicit template inclusion mode can be used only when compiling C++

- 0590 `cl_exceptions_option_only_in_cplusplus`:
exception handling option can be used only when compiling C++
- 0591 `cl_strict_ansi_incompatible_with_pcc`:
strict ANSI mode is incompatible with K&R mode
- 0592 `cl_strict_ansi_incompatible_with_cfront`:
strict ANSI mode is incompatible with cfront mode
- 0593 `cl_missing_source_file_name`:
missing source file name
- 0594 `cl_output_file_incompatible_with_multiple_inputs`:
output files may not be specified when compiling several input files
- 0595 `cl_too_many_arguments`:
too many arguments on command line
- 0596 `cl_no_output_file_needed`:
an output file was specified, but none is needed
- 0597 `cl_il_display_requires_il_file_name`:
IL display requires name of IL file
- 0598 `void_template_parameter`:
a template parameter may not have void type
- 0599 `too_many_unused_instantiations`:
excessive recursive instantiation of *entity-kind "entity"* due to
instantiate-all mode
- 0600 `cl_strict_ansi_incompatible_with_anachronisms`:
strict ANSI mode is incompatible with allowing anachronisms
- 0601 `void_throw`:
a throw expression may not have void type
- 0602 `cl_tim_local_conflicts_with_auto_instantiation`:
local instantiation mode is incompatible with automatic instantiation

- 0603 `abstract_class_param_type`:
parameter of abstract class type "*type*" is not allowed:
- 0604 `array_of_abstract_class`:
array of abstract class "*type*" is not allowed:
- 0605 `float_template_parameter`:
floating-point template parameter is nonstandard
- 0606 `pragma_must_precede_declaration`:
this pragma must immediately precede a declaration
- 0607 `pragma_must_precede_statement`:
this pragma must immediately precede a statement
- 0608 `pragma_must_precede_decl_or_stmt`:
this pragma must immediately precede a declaration or statement
- 0609 `pragma_may_not_be_used_here`:
this kind of pragma may not be used here
- 0610 `nonoverriding_function_decl`:
entity-kind "*entity*" does not match "*entity*" — virtual function override intended?
- 0611 `partial_override`:
overloaded virtual function "*entity*" is only partially overridden in *entity-kind* "*entity*"
- 0612 `specialization_of_called_inline_template_function`:
specific definition of inline template function must precede its first use
- 0613 `cl_invalid_error_tag`:
invalid error tag:
- 0614 `cl_invalid_error_number`:
invalid error number:
- 0615 `param_type_ptr_to_array_of_unknown_bound`:
parameter type involves pointer to array of unknown bound

- 0616 `param_type_ref_array_of_unknown_bound`:
parameter type involves reference to array of unknown bound
- 0617 `ptr_to_member_cast_to_ptr_to_function`:
pointer-to-member-function cast to pointer to function
- 0618 `no_named_fields`:
struct or union declares no named members
- 0619 `nonstd_unnamed_field`:
nonstandard unnamed field
- 0620 `nonstd_unnamed_member`:
nonstandard unnamed member
- 0622 `cl_invalid_pch_output_file`:
invalid precompiled header output file
- 0623 `cl_cannot_open_pch_output_file`:
cannot open precompiled header output file
- 0624 `not_a_type_name`:
"xxxx" is not a type name
- 0625 `cl_cannot_open_pch_input_file`:
cannot open precompiled header input file
- 0626 `invalid_pch_file`:
precompiled header file "xxxx" is either invalid or not generated by
this version of the compiler
- 0627 `pch_curr_directory_changed`:
precompiled header file "xxxx" was not generated in this directory
- 0628 `pch_header_files_have_changed`:
header files used to generate precompiled header file "xxxx" have
changed
- 0629 `pch_cmd_line_option_mismatch`:
the command line options do not match those used when
precompiled header file "xxxx" was created

- 0630 pch_file_prefix_mismatch:
the initial sequence of preprocessing directives is not compatible
with those of precompiled header file "xxxxx"
- 0631 unable_to_get_mapped_memory:
unable to obtain mapped memory
- 0632 using_pch:
"xxxxx": using precompiled header file "xxxxx"
- 0633 creating_pch:
"xxxxx": creating precompiled header file "xxxxx"
- 0634 memory_mismatch:
memory usage conflict with precompiled header file "xxxxx"
- 0635 cl_invalid_pch_size:
invalid PCH memory size
- 0636 cl_pch_must_be_first:
PCH options must appear first in the command line
- 0637 out_of_memory_during_pch_allocation:
insufficient memory for PCH memory allocation
- 0638 cl_pch_incompatible_with_multiple_inputs:
precompiled header files may not be used when compiling several
input files
- 0639 not_enough_preallocated_memory:
insufficient preallocated memory for generation of precompiled
header file (xxxxx bytes required)
- 0640 program_entity_too_large_for_pch:
very large entity in program prevents generation of precompiled
header file
- 0641 cannot_chdir:
"xxxxx" is not a valid directory

- 0642 `cannot_build_temp_file_name:`
cannot build temporary file name
- 0643 `restrict_not_allowed:`
"restrict" is not allowed
- 0644 `restrict_pointer_to_function:`
a pointer or reference to function type may not be qualified by
"restrict"
- 0645 `bad_declspec_modifier:`
"xxxx" is an unrecognized `__declspec` attribute
- 0646 `calling_convention_not_allowed:`
a calling convention modifier may not be specified here
- 0647 `conflicting_calling_conventions:`
conflicting calling convention modifiers
- 0648 `cl_strict_ansi_incompatible_with_microsoft:`
strict ANSI mode is incompatible with Microsoft mode
- 0649 `cl_cfront_incompatible_with_microsoft:`
cfront mode is incompatible with Microsoft mode
- 0650 `calling_convention_ignored:`
calling convention specified here is ignored
- 0651 `calling_convention_may_not_precede_nested_declarator:`
a calling convention may not be followed by a nested declarator
- 0652 `calling_convention_ignored_for_type:`
calling convention is ignored for this type
- 0654 `decl_modifiers_incompatible_with_previous_decl:`
declaration modifiers are incompatible with previous declaration
- 0655 `decl_modifiers_invalid_for_this_decl:`
the modifier "xxxx" is not allowed on this declaration

- 0656 `branch_into_try_block`:
transfer of control into a try block
- 0657 `incompatible_inline_specifier_on_specific_decl`:
inline specification is incompatible with previous *"entity"* (declared at line `xxxx`)
- 0658 `template_missing_closing_brace`:
closing brace of template definition not found
- 0659 `cl_wchar_t_option_only_in_cplusplus`:
`wchar_t` keyword option can be used only when compiling C++
- 0660 `bad_pack_alignment`:
invalid packing alignment value
- 0661 `exp_int_constant`:
expected an integer constant
- 0662 `call_of_pure_virtual`:
call of pure virtual function
- 0663 `bad_ident_string`:
invalid source file identifier string
- 0664 `template_friend_definition_not_allowed`:
a class template cannot be defined in a friend declaration
- 0665 `asm_not_allowed`:
"asm" is not allowed
- 0666 `bad_asm_function_def`:
"asm" must be used with a function definition
- 0667 `nonstd_asm_function`:
"asm" function is nonstandard
- 0668 `nonstd_ellipsis_only_param`:
ellipsis with no explicit parameters is nonstandard

- 0669 `nonstd_address_of_ellipsis:`
" &..." is nonstandard
- 0670 `bad_address_of_ellipsis:`
invalid use of " &..."
- 0672 `const_volatile_ref_init_anachronism:`
temporary used for initial value of reference to const volatile
(anachronism)
- 0673 `bad_const_volatile_ref_init:`
a reference of type "*type*" cannot be initialized with a value of type
"*type*"
- 0674 `const_volatile_ref_init_from_rvalue:`
initial value of reference to const volatile must be an lvalue
- 0675 `cl_SVR4_C_option_only_in_ansi_C:`
SVR4 C compatibility option can be used only when compiling ANSI
C
- 0676 `using_out_of_scope_declaration:`
using out-of-scope declaration of *entity-kind* "*entity*" (declared at
line *xxxx*)
- 0677 `cl_strict_ansi_incompatible_with_SVR4:`
strict ANSI mode is incompatible with SVR4 C mode
- 0678 `cannot_inline_call:`
call of *entity-kind* "*entity*" (declared at line *xxxx*) cannot be inlined
- 0679 `cannot_inline:`
entity-kind "*entity*" cannot be inlined
- 0680 `cl_invalid_pch_directory:`
invalid PCH directory:
- 0681 `exp_except_or_finally:`
expected `__except` or `__finally`

- 0682 `leave_must_be_in_try`:
a `__leave` statement may only be used within a `__try`
- 0688 `not_found_on_pack_alignment_stack`:
"xxxx" not found on pack alignment stack
- 0689 `empty_pack_alignment_stack`:
empty pack alignment stack
- 0690 `cl_rtti_option_only_in_cplusplus`:
RTTI option can be used only when compiling C++
- 0691 `inaccessible_elided_ctor`:
entity-kind "entity", required for copy that was eliminated, is inaccessible
- 0692 `uncallable_elided_ctor`:
entity-kind "entity", required for copy that was eliminated, is not callable because reference parameter cannot be bound to rvalue
- 0693 `typeid_needs_typeinfo`:
<typeid> must be included before typeid is used
- 0694 `cannot_cast_away_const`:
xxxx cannot cast away const or other type qualifiers
- 0695 `bad_dynamic_cast_type`:
the type in a `dynamic_cast` must be a pointer or reference to a complete class type, or void *
- 0696 `bad_ptr_dynamic_cast_operand`:
the operand of a pointer `dynamic_cast` must be a pointer to a complete class type
- 0697 `bad_ref_dynamic_cast_operand`:
the operand of a reference `dynamic_cast` must be an lvalue of a complete class type
- 0698 `dynamic_cast_operand_must_be_polymorphic`:
the operand of a runtime `dynamic_cast` must have a polymorphic class type

- 0699 `cl_bool_option_only_in_cplusplus:`
bool option can be used only when compiling C++
- 0701 `array_type_not_allowed:`
an array type is not allowed here
- 0702 `exp_assign:`
expected an "="
- 0703 `exp_declarator_in_condition_decl:`
expected a declarator in condition declaration
- 0704 `redeclaration_of_condition_decl_name:`
"xxxx", declared in condition, may not be redeclared in this scope
- 0705 `default_template_arg_not_allowed:`
default template arguments are not allowed for function templates
- 0706 `exp_comma_or_gt:`
expected a ",", or ">"
- 0707 `missing_template_param_list:`
expected a template parameter list
- 0708 `incr_of_bool_deprecated:`
incrementing a bool value is deprecated
- 0709 `bool_type_not_allowed:`
bool type is not allowed
- 0710 `base_class_offset_too_large:`
offset of base class "*entity*" within class "*entity*" is too large
- 0711 `expr_not_bool:`
expression must have bool type (or be convertible to bool)
- 0712 `cl_array_new_and_delete_option_only_in_cplusplus:`
array new and delete option can be used only when compiling C++
- 0713 `based_requires_variable_name:`
entity-kind "*entity*" is not a variable name

- 0714 `based_not_allowed_here`:
 `__based` modifier is not allowed here
- 0715 `based_not_followed_by_star`:
 `__based` does not precede a pointer operator, `__based` ignored
- 0716 `based_var_must_be_ptr`:
 variable in `__based` modifier must have pointer type
- 0717 `bad_const_cast_type`:
 the type in a `const_cast` must be a pointer, reference, or pointer to member to an object type
- 0718 `bad_const_cast`:
 a `const_cast` can only adjust type qualifiers; it cannot change the underlying type
- 0719 `mutable_not_allowed`:
 mutable is not allowed
- 0720 `cannot_change_access`:
 redeclaration of *entity-kind* "*entity*" is not allowed to alter its access
- 0721 `nonstd_printf_format_string`:
 nonstandard format string conversion
- 0722 `probable_inadvertent_lbracket_digraph`:
 use of alternative token "<:" appears to be unintended
- 0723 `probable_inadvertent_sharp_digraph`:
 use of alternative token "%:" appears to be unintended
- 0724 `namespace_def_not_allowed`:
 namespace definition is not allowed
- 0725 `missing_namespace_name`:
 name must be a namespace name
- 0726 `namespace_alias_def_not_allowed`:
 namespace alias definition is not allowed

- 0727 namespace_qualified_name_required:
namespace-qualified name is required
- 0728 namespace_name_not_allowed:
a namespace name is not allowed
- 0729 bad_combination_of_dll_attributes:
invalid combination of DLL attributes
- 0730 sym_not_a_class_template:
entity-kind "entity" is not a class template
- 0731 array_of_incomplete_type:
array with incomplete element type is nonstandard
- 0732 allocation_operator_in_namespace:
allocation operator may not be declared in a namespace
- 0733 deallocation_operator_in_namespace:
deallocation operator may not be declared in a namespace
- 0734 conflicts_with_using_decl:
entity-kind "entity" conflicts with using-declaration of *entity-kind "entity"*
- 0735 using_decl_conflicts_with_prev_decl:
using-declaration of *entity-kind "entity"* conflicts with *entity-kind "entity"* (declared at line xxx)
- 0736 cl_namespaces_option_only_in_cplusplus:
namespaces option can be used only when compiling C++
- 0737 useless_using_declaration:
using-declaration ignored — it refers to the current namespace
- 0738 class_qualified_name_required:
a class-qualified name is required
- 0741 using_declaration_ignored:
using-declaration of *entity-kind "entity"* ignored

- 0742 not_an_actual_member:
entity-kind "entity" has no actual member "xxxx"
- 0744 mem_attr_incompatible:
incompatible memory attributes specified
- 0745 mem_attr_ignored:
memory attribute ignored
- 0746 mem_attr_may_not_precede_nested_declarator:
memory attribute may not be followed by a nested declarator
- 0747 dupl_mem_attr:
memory attribute specified more than once
- 0748 dupl_calling_convention:
calling convention specified more than once
- 0749 type_qualifier_not_allowed:
a type qualifier is not allowed
- 0750 template_instance_already_used:
entity-kind "entity" (declared at line xxxx) was used before its
template was declared
- 0751 static_nonstatic_with_same_param_types:
static and nonstatic member functions with same parameter types
cannot be overloaded
- 0752 no_prior_declaration:
no prior declaration of *entity-kind "entity"*
- 0753 template_id_not_allowed:
a template-id is not allowed
- 0754 class_qualified_name_not_allowed:
a class-qualified name is not allowed
- 0755 bad_scope_for_redeclaration:
entity-kind "entity" may not be redeclared in the current scope

- 0756 `qualifier_in_namespace_member_decl`:
qualified name is not allowed in namespace member declaration
- 0757 `sym_not_a_type_name`:
entity-kind "entity" is not a type name
- 0758 `explicit_instantiation_not_in_namespace_scope`:
explicit instantiation is not allowed in the current scope
- 0759 `bad_scope_for_explicit_instantiation`:
entity-kind "entity" cannot be explicitly instantiated in the current scope
- 0760 `multiple_explicit_instantiations`:
entity-kind "entity" explicitly instantiated more than once
- 0761 `typename_not_in_template`:
typename may only be used within a template
- 0762 `cl_special_subscript_cost_option_only_in_cplusplus`:
special_subscript_cost option can be used only when compiling C++
- 0763 `cl_typename_option_only_in_cplusplus`:
typename option can be used only when compiling C++
- 0764 `cl_implicit_typename_option_only_in_cplusplus`:
implicit typename option can be used only when compiling C++
- 0765 `nonstd_character_at_start_of_macro_def`:
nonstandard character at start of object-like macro definition
- 0766 `exception_spec_override_incompat`:
exception specification for virtual *entity-kind "entity"* is incompatible with that of overridden *entity-kind "entity"*
- 0767 `pointer_conversion_loses_bits`:
conversion from pointer to smaller integer

- 0768 `generated_exception_spec_override_incompat`:
exception specification for implicitly declared virtual *entity-kind* "entity" is incompatible with that of overridden *entity-kind* "entity"
- 0769 `implicit_call_of_ambiguous_name`:
"entity", implicitly called from *entity-kind* "entity", is ambiguous
- 0770 `cl_explicit_option_only_in_cplusplus`:
option "explicit" can be used only when compiling C++
- 0771 `explicit_not_allowed`:
"explicit" is not allowed
- 0772 `conflicts_with_predeclared_type_info`:
declaration conflicts with "xxxx" (reserved class name)
- 0773 `array_member_initialization`:
only "()" is allowed as initializer for array *entity-kind* "entity"
- 0774 `virtual_function_template`:
"virtual" is not allowed in a function template declaration
- 0775 `anon_union_class_member_template`:
invalid anonymous union — class member template is not allowed
- 0776 `template_depth_mismatch`:
template nesting depth does not match the previous declaration of *entity-kind* "entity"
- 0777 `multiple_template_decls_not_allowed`:
this declaration cannot have multiple "template <...>" clauses
- 0778 `cl_old_for_init_option_only_in_cplusplus`:
option to control the for-init scope can be used only when compiling C++
- 0779 `redeclaration_of_for_init_decl_name`:
"xxxx", declared in for-loop initialization, may not be redeclared in this scope

- 0780 `hidden_by_old_for_init`:
reference is to *entity-kind "entity"* (declared at line `xxxx`) -- under old for-init scoping rules it would have been *entity-kind "entity"* (declared at line `xxxx`)
- 0781 `cl_for_init_diff_warning_option_only_in_cplusplus`:
option to control warnings on for-init differences can be used only when compiling C++
- 0782 `unnamed_class_virtual_function_def_missing`:
definition of virtual *entity-kind "entity"* is required here
- 0783 `svr4_token_pasting_comment`:
empty comment interpreted as token-pasting operator `"##"`
- 0784 `storage_class_in_friend_decl`:
a storage class is not allowed in a friend declaration
- 0785 `templ_param_list_not_allowed`:
template parameter list for *"entity"* is not allowed in this declaration
- 0786 `bad_member_template_sym`:
entity-kind "entity" is not a valid member class or function template
- 0787 `bad_member_template_decl`:
not a valid member class or function template declaration
- 0788 `specialization_follows_param_list`:
a template declaration containing a template parameter list may not be followed by an explicit specialization declaration
- 0789 `specialization_of_referenced_template`:
explicit specialization of *entity-kind "entity"* must precede the first use of *entity-kind "entity"*
- 0790 `explicit_specialization_not_in_namespace_scope`:
explicit specialization is not allowed in the current scope
- 0791 `partial_specialization_not_allowed`:
partial specialization of *entity-kind "entity"* is not allowed

- 0792 `entity_cannot_be_specialized`:
entity-kind "entity" is not an entity that can be explicitly specialized
- 0793 `specialization_of_referenced_entity`:
 explicit specialization of *entity-kind "entity"* must precede its first use
- 0794 `template_param_in_elab_type`:
 template parameter `xxxx` may not be used in an elaborated type specifier
- 0795 `old_specialization_not_allowed`:
 specializing *entity-kind "entity"* requires "template<>" syntax
- 0798 `cl_old_specializations_option_only_in_cplusplus`:
 option "old_specializations" can be used only when compiling C++
- 0799 `nonstd_old_specialization`:
 specializing *entity-kind "entity"* without "template<>" syntax is nonstandard
- 0800 `bad_linkage_for_decl`:
 this declaration may not have extern "C" linkage
- 0801 `not_a_template_name`:
 "xxxx" is not a class or function template name in the current scope
- 0802 `nonstd_default_arg_on_function_template_redecl`:
 specifying a default argument when redeclaring an unreferenced function template is nonstandard
- 0803 `default_arg_on_function_template_not_allowed`:
 specifying a default argument when redeclaring an already referenced function template is not allowed
- 0804 `pm_derived_class_from_virtual_base`:
 cannot convert pointer to member of base class *"type"* to pointer to member of derived class *"type"* — base class is virtual

- 0805 `bad_exception_specification_for_specialization`:
exception specification is incompatible with that of *entity-kind* "*entity*" (declared at line *xxxx*):
- 0806 `omitted_exception_specification_on_specialization`:
omission of exception specification is incompatible with *entity-kind* "*entity*" (declared at line *xxxx*)
- 0807 `unexpected_end_of_default_arg`:
the parse of this expression has changed between the point at which it appeared in the program and the point at which the expression was evaluated — "typename" may be required to resolve the ambiguity
- 0808 `default_init_of_reference`:
default-initialization of reference is not allowed
- 0809 `uninitialized_field_with_const_member`:
uninitialized *entity-kind* "*entity*" has a const member
- 0810 `uninitialized_base_class_with_const_member`:
uninitialized base class "*type*" has a const member
- 0811 `missing_default_constructor_on_const`:
const *entity-kind* "*entity*" requires an initializer — class "*type*" has no explicitly declared default constructor
- 0812 `missing_default_constructor_on_unnamed_const`:
const object requires an initializer — class "*type*" has no explicitly declared default constructor
- 0813 `cl_impl_extern_c_conv_option_only_in_cplusplus`:
option "implicit_extern_c_type_conversion" can be used only when compiling C++
- 0814 `cl_strict_ansi_incompatible_with_long_preserving`:
strict ANSI mode is incompatible with long preserving rules
- 0815 `useless_type_qualifier_on_return_type`:
type qualifier on return type is meaningless

- 0816 `type_qualifier_on_void_return_type`:
in a function definition a type qualifier on a "void" return type is not allowed
- 0817 `static_data_member_not_allowed`:
static data member declaration is not allowed in this class
- 0818 `invalid_declaration`:
template instantiation resulted in an invalid function declaration
- 0819 `ellipsis_not_allowed`:
"..." is not allowed
- 0820 `clExternInlineOptionOnlyInCplusplus`:
option "extern_inline" can be used only when compiling C++
- 0821 `extern_inline_never_defined`:
extern inline *entity-kind* "entity" was referenced but not defined
- 0822 `invalid_destructor_name`:
invalid destructor name for type "*type*"
- 0823 `nonstandard_destructor_reference`:
use of *entity-kind* "entity" in a destructor call is nonstandard
- 0824 `ambiguous_destructor`:
destructor reference is ambiguous — both *entity-kind* "entity" and *entity-kind* "entity" could be used
- 0825 `virtual_inline_never_defined`:
virtual inline *entity-kind* "entity" was never defined
- 0826 `unreferenced_function_param`:
entity-kind "entity" was never referenced
- 0827 `union_already_initialized`:
only one member of a union may be specified in a constructor initializer list
- 0828 `no_array_new_and_delete_support`:
support for "new[]" and "delete[]" is disabled

- 0829 `double_for_long_double`:
"double" used for "long double" in generated C code
- 0830 `no_corresponding_delete`:
entity-kind "entity" has no corresponding operator `delete` (to be called if an exception is thrown during initialization of an allocated object)
- 0831 `useless_placement_delete`:
support for placement delete is disabled
- 0832 `no_appropriate_delete`:
no appropriate operator delete is visible
- 0833 `ptr_or_ref_to_incomplete_type`:
pointer or reference to incomplete type is not allowed
- 0834 `bad_partial_specialization`:
invalid partial specialization — *entity-kind "entity"* is already fully specialized
- 0835 `incompatible_exception_specs`:
incompatible exception specifications
- 0836 `returning_ref_to_local_variable`:
returning reference to local variable
- 0837 `nonstd_implicit_int`:
omission of explicit type is nonstandard ("int" assumed)
- 0838 `ambiguous_partial_spec`:
more than one partial specialization matches the template argument list of *entity-kind "entity"*
- 0840 `partial_spec_is_primary_template`:
a template argument list is not allowed in a declaration of a primary template
- 0841 `default_not_allowed_on_partial_spec`:
partial specializations may not have default template arguments

- 0842 `not_used_in_partial_spec_arg_list`:
entity-kind "entity" is not used in template argument list of *entity-kind "entity"*
- 0843 `partial_spec_param_depends_on_tmpl_param`:
the type of partial specialization template parameter *entity-kind "entity"* depends on another template parameter
- 0844 `partial_spec_arg_depends_on_tmpl_param`:
the template argument list of the partial specialization includes a nontype argument whose type depends on a template parameter
- 0845 `partial_spec_after_instantiation`:
this partial specialization would have been used to instantiate *entity-kind "entity"*
- 0846 `partial_spec_after_instantiation_ambiguous`:
this partial specialization would have been made the instantiation of *entity-kind "entity"* ambiguous
- 0847 `expr_not_integral_or_enum`:
expression must have integral or enum type
- 0848 `expr_not_arithmetic_or_enum`:
expression must have arithmetic or enum type
- 0849 `expr_not_arithmetic_or_enum_or_pointer`:
expression must have arithmetic, enum, or pointer type
- 0850 `cast_not_integral_or_enum`:
type of cast must be integral or enum
- 0851 `cast_not_arithmetic_or_enum_or_pointer`:
type of cast must be arithmetic, enum, or pointer
- 0852 `expr_not_object_pointer`:
expression must be a pointer to a complete object type
- 0853 `member_partial_spec_not_in_class`:
a partial specialization of a member class template must be declared in the class of which it is a member

- 0854 `partial_spec_nontype_expr`:
a partial specialization nontype argument must be the name of a nontype parameter or a constant
- 0855 `different_return_type_on_virtual_function_override`:
return type is not identical to return type "*type*" of overridden virtual function *entity-kind "entity"*
- 0856 `cl_guiding_decls_option_only_in_cplusplus`:
option "`guiding_decls`" can be used only when compiling C++
- 0857 `member_partial_spec_not_in_namespace`:
a partial specialization of a class template must be declared in the namespace of which it is a member
- 0858 `pure_virtual_function`:
entity-kind "entity" is a pure virtual function
- 0859 `no_overrider_for_pure_virtual_function`:
pure virtual *entity-kind "entity"* has no overrider
- 0860 `decl_modifiers_ignored`:
`__declspec` attributes ignored
- 0861 `invalid_char`:
invalid character in input line
- 0862 `incomplete_return_type`:
function returns incomplete type "*type*"
- 0863 `local_pragma_pack`:
effect of this "`#pragma pack`" directive is local to *entity-kind "entity"*
- 0864 `not_a_template`:
`xxxx` is not a template
- 0865 `friend_partial_specialization`:
a friend declaration may not declare a partial specialization
- 0866 `exception_specification_ignored`:
exception specification ignored

- 0867 `unexpected_type_for_size_t`:
declaration of "size_t" does not match the expected type "*type*"
- 0868 `exp_gt_not_shift_right`:
space required between adjacent ">" delimiters of nested template argument lists (">>" is the right shift operator)
- 0869 `bad_multibyte_char_locale`:
could not set locale "xxxx" to allow processing of multibyte characters
- 0870 `bad_multibyte_char`:
invalid multibyte character sequence
- 0871 `bad_type_from_instantiation`:
template instantiation resulted in unexpected function type of "*type*"
(the meaning of a name may have changed since the template declaration — the type of the template is "*type*")
- 0872 `ambiguous_guiding_decl`:
ambiguous guiding declaration — more than one function template "*entity*" matches type "*type*"
- 0873 `non_integral_operation_in_tmpl_arg`:
non-integral operation not allowed in nontype template argument
- 0874 `cl_embedded_cplusplus_option_only_in_cplusplus`:
option "embedded_c++" can be used only when compiling C++
- 0875 `templates_in_embedded_cplusplus`:
Embedded C++ does not support templates
- 0876 `exceptions_in_embedded_cplusplus`:
Embedded C++ does not support exception handling
- 0877 `namespaces_in_embedded_cplusplus`:
Embedded C++ does not support namespaces
- 0878 `rtti_in_embedded_cplusplus`:
Embedded C++ does not support run time type information

- 0879 `new_cast_in_embedded_cplusplus:`
Embedded C++ does not support the new cast syntax
- 0880 `using_decl_in_embedded_cplusplus:`
Embedded C++ does not support using declarations
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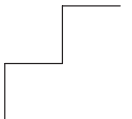
ERRORS

APPENDIX C

UTILITY PROGRAMS



TASKING



C

APPENDIX

1 INTRODUCTION

This appendix describes the utility programs that are delivered with the C++ compiler. The utility programs help with various link-time issues and are meant to be called from the control program.



When you use a **UNIX** shell (Bourne shell, C-shell), arguments containing special characters (such as '()' and '?') must be enclosed with " " or escaped. The **-?** option (in the C-shell) becomes: **"-?"** or **-\\?**.

2 PRELINKER

The prelinker is invoked at link time to manage automatic instantiation of template entities. It is given a complete list of the object files and libraries that are to be linked together. It examines the external names defined and referenced within those files, and finds cases where template entities are referenced but not defined. It then examines information in the object files that describes instantiations that could have been done during compilation, and assigns the needed instantiations to appropriate files. The prelinker then invokes the compiler again to compile those files, which will do the necessary instantiations.

The invocation syntax of the C++ prelinker is:

prelk166 [*option*]... *files*

where the *files* list includes all object files and libraries, and the *options* are:

- ?** Display an explanation of options at `stdout`.
- V** Display version information at `stderr`.
- c c** Use *c* as symbol prefix character instead of the default underscore
- D** Do not assign instantiation to non-local object files. Instantiations may only be assigned to object files in the current directory.
- i** Ignore invalid input lines.
- lxxx** Specify a library (e.g., **-lstd**).
- L** Skip system library search.

- L *directory*** Specify an additional search path for system libraries.
- m** Do not demangle identifier names that are displayed.
- n** Update the instantiation list files (*.ii*), but do not recompile the source files.
- N *filename*** If a file from a non-local directory needs to be recompiled, do the compilation in the current directory. An updated list of object files and library names is written to the file specified by *filename* so that the driver program can tell that alternate versions of some of the object files should be used.
- q** Quiet mode. Turns off verbose mode.
- r** Do not stop after the maximum number of iterations. (The instantiation process is iterative: a recompilation may bring up new template entities that need to be instantiated, which requires another recompilation, etc. Some recursive templates can cause iteration that never terminates, because each iteration introduces another new entity that was not previously there. By default, this process is stopped after a certain number of iterations.)
- R *number*** Override the number of reserved instantiation information file lines to be used.
- s *number*** Specifies whether the prelinker should check for entities that are referenced as both explicit specializations and generated instantiations. If *number* is zero the check is disabled, otherwise the check is enabled.
- S** Suppress instantiation flags in the object files. This causes the prelinker to recompile all of the local object files with the `--suppress_instantiation_flags` option.
- T *cpu*** Set the target CPU type.
- u** Specify that external names do not have an added leading underscore. By default, external names get a leading underscore. With this option you specify that the leading underscore belongs to external name.
- v** Verbose mode.

3 MUNCHER

The muncher implements a lowest-common-denominator method for getting global initialization and termination code executed on systems that have no special support for that.

The muncher accepts the output of the prelinker as its input file and generates a C program that defines a data structure containing a list of pointers to the initialization and termination routines. This generated program is then compiled and linked in with the executable. The data structure is consulted at run-time by startup code invoked from `_main`, and the routines on the list are invoked at the appropriate times.

The invocation syntax of the C++ muncher is:

munch166 [*option*]... [*file*]

where the *file* is an output file generated by the prelinker, and the *options* are:

- ?** Display an explanation of options at `stdout`.
- V** Display version information at `stderr`.
- c c** Use *c* as symbol prefix character instead of the default underscore
- i n** Skip first *n* lines of input.
- o file** Write output to *file*.
- u** Specify that external names do not have an added leading underscore. By default, external names get a leading underscore. With this option you specify that the leading underscore belongs to external name.

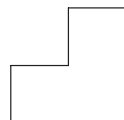


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