

## Tvheadend - Bug #5727

### undefined reference to `x265::detect512()'

2019-09-10 21:09 - Klaus Hader

<b>Status:</b>	New	<b>Start date:</b>	2019-09-10
<b>Priority:</b>	Normal	<b>Due date:</b>	
<b>Assignee:</b>		<b>% Done:</b>	0%
<b>Category:</b>		<b>Estimated time:</b>	0.00 hour
<b>Target version:</b>		<b>Affected Versions:</b>	
<b>Found in version:</b>	probably 4.2 - I just cloned the master branch (is there a way to easily see the version from that?)		

#### Description

...

```
[ 84%] Building CXX object CMakeFiles/cli.dir/input/input.cpp.o
[ 86%] Building CXX object CMakeFiles/cli.dir/input/y4m.cpp.o
[ 88%] Building CXX object CMakeFiles/cli.dir/input/yuv.cpp.o
[ 89%] Building CXX object CMakeFiles/cli.dir/output/output.cpp.o
[ 91%] Building CXX object CMakeFiles/cli.dir/output/raw.cpp.o
[ 93%] Building CXX object CMakeFiles/cli.dir/output/reconplay.cpp.o
[ 94%] Building CXX object CMakeFiles/cli.dir/output/y4m.cpp.o
[ 96%] Building CXX object CMakeFiles/cli.dir/output/yuv.cpp.o
[ 98%] Building CXX object CMakeFiles/cli.dir/x265.cpp.o
[100%] Linking CXX executable x265
/usr/bin/ld: libx265.a(quant.cpp.o): in function `unsigned int x265::Quant::rdoQuant<2u>(x265::CUData const&, short*, x265::TextType, unsigned int, bool)':
quant.cpp:(.text._ZN4x265Quant8rdoQuantLj2EEEEjRKNS_6CUDataEPsNS_8TextTypeEjb[_ZN4x265Quant8rdoQuantLj2EEEEjRKNS_6CUDataEPsNS_8TextTypeEjb]+0x258): undefined reference to `x265::detect512()'
/usr/bin/ld:
quant.cpp:(.text._ZN4x265Quant8rdoQuantLj2EEEEjRKNS_6CUDataEPsNS_8TextTypeEjb[_ZN4x265Quant8rdoQuantLj2EEEEjRKNS_6CUDataEPsNS_8TextTypeEjb]+0x1620): undefined reference to `x265::detect512()'
/usr/bin/ld: libx265.a(quant.cpp.o): in function `unsigned int x265::Quant::rdoQuant<4u>(x265::CUData const&, short*, x265::TextType, unsigned int, bool)':
quant.cpp:(.text._ZN4x265Quant8rdoQuantLj4EEEEjRKNS_6CUDataEPsNS_8TextTypeEjb[_ZN4x265Quant8rdoQuantLj4EEEEjRKNS_6CUDataEPsNS_8TextTypeEjb]+0x278): undefined reference to `x265::detect512()'
/usr/bin/ld:
quant.cpp:(.text._ZN4x265Quant8rdoQuantLj4EEEEjRKNS_6CUDataEPsNS_8TextTypeEjb[_ZN4x265Quant8rdoQuantLj4EEEEjRKNS_6CUDataEPsNS_8TextTypeEjb]+0x18bc): undefined reference to `x265::detect512()'
/usr/bin/ld: libx265.a(quant.cpp.o): in function `unsigned int x265::Quant::rdoQuant<5u>(x265::CUData const&, short*, x265::TextType, unsigned int, bool)':
quant.cpp:(.text._ZN4x265Quant8rdoQuantLj5EEEEjRKNS_6CUDataEPsNS_8TextTypeEjb[_ZN4x265Quant8rdoQuantLj5EEEEjRKNS_6CUDataEPsNS_8TextTypeEjb]+0x27c): undefined reference to `x265::detect512()'
/usr/bin/ld:
libx265.a(quant.cpp.o):quant.cpp:(.text._ZN4x265Quant8rdoQuantLj5EEEEjRKNS_6CUDataEPsNS_8TextTypeEjb[_ZN4x265Quant8rdoQuantLj5EEEEjRKNS_6CUDataEPsNS_8TextTypeEjb]+0x18e0): more undefined references to `x265::detect512()' follow
collect2: Fehler: ld gab 1 als Ende-Status zurück
make4: * [CMakeFiles/cli.dir/build.make:205: x265] Fehler 1
make4: Verzeichnis „/home/klaus/tvheadend/build.linux/ffmpeg/x265_2.9/build/linux“ wird verlassen
make3: [CMakeFiles/Makefile2:167: CMakeFiles/cli.dir/all] Fehler 2
make3: Verzeichnis „/home/klaus/tvheadend/build.linux/ffmpeg/x265_2.9/build/linux“ wird verlassen
make2: [Makefile:130: all] Fehler 2
make2: Verzeichnis „/home/klaus/tvheadend/build.linux/ffmpeg/x265_2.9/build/linux“ wird verlassen
make1: [Makefile.ffmpeg:277: /home/klaus/tvheadend/build.linux/ffmpeg/x265_2.9/tvh_build] Fehler 2
make1: Verzeichnis „/home/klaus/tvheadend“ wird verlassen
make: ** [Makefile:853: /home/klaus/tvheadend/build.linux/ffmpeg/build/ffmpeg/lib/libavcodec.a] Fehler 2
```

as I'm not sure if I need x265, I can work around this (configure --disable-x265)

#### History

#1 - 2019-09-23 14:57 - Luca Olivetti

I don't know if I need x265 either, but the debian package for x265 includes a patch that fixes this issue  
<https://sources.debian.org/patches/x265/2.9-4/0003-detect512-is-needed-on-all-architectures.patch/>

**#2 - 2019-09-24 09:39 - Klaus Hader**

that seems to be the usual way to fix that.  
Gentoo has a similar patch:

<https://gitweb.gentoo.org/repo/gentoo.git/commit/?id=432f45bd8ece2a10ea64b7b07f951d0ac6aa0666>

But wasn't it an idea to fix this bug at a central position - instead of letting everyone look for a solution?