

## Ryzom - Bug # 1495

<b>Status:</b>	New	<b>Priority:</b>	Low
<b>Author:</b>	kerval	<b>Category:</b>	OS: GNU/Linux
<b>Created:</b>	09/23/2012	<b>Assignee:</b>	
<b>Updated:</b>	09/23/2012	<b>Due date:</b>	
<b>Subject:</b>	Relocation R_X86_64_PC32 error		
<b>Description</b>			
<p>When building on Debian with <b>DEB_BUILD_MAINT_OPTIONS := hardening=+all</b>, we got a lot of <b>relocation R_X86_64_PC32 against undefined symbol...</b> errors. Using <b>-fPIC</b> everywhere doesn't help.</p> <p>The error seems to be related to "static" variables in headers so every singleton class can't be linked. Moving the variable in .cpp file fix the issue in some case.</p>			

### History

#1 - 09/23/2012 02:10 pm - kerval

Apparently, adding `__attribute__((visibility("hidden")))` to the variable could fix this issue.

Edit: The cause should be **-fPIE** used for libraries instead of executables