

## Klever - Bug #10127

### Declare `ldv_inline_asm()` before usage

02/20/2020 11:47 AM - Evgeny Novikov

|                           |                   |                            |            |
|---------------------------|-------------------|----------------------------|------------|
| <b>Status:</b>            | Closed            | <b>Start date:</b>         | 02/20/2020 |
| <b>Priority:</b>          | Urgent            | <b>Due date:</b>           |            |
| <b>Assignee:</b>          | Evgeny Novikov    | <b>% Done:</b>             | 0%         |
| <b>Category:</b>          | Environment model | <b>Estimated time:</b>     | 0.00 hour  |
| <b>Target version:</b>    | 3.0               | <b>Published in build:</b> |            |
| <b>Detected in build:</b> | svn               |                            |            |
| <b>Platform:</b>          |                   |                            |            |

#### Description

Since verifiers do not interpret Inline Assembler Klever replaces it with calls to stub function `ldv_inline_asm()`. But it does not care about this function is declared before usage that can result in tricky conflicts on merging source files together.

#### History

##### #1 - 02/20/2020 02:32 PM - Evgeny Novikov

- Status changed from *New* to *Resolved*

I fixed the issue in branch `fix-ldv-inline-asm-decl`. From now there is a special header `presets/jobs/specifications/ldv/common.h` that is added at the beginning of all instrumented C source files including models. The branch is tested.

##### #2 - 02/20/2020 03:50 PM - Evgeny Novikov

- Status changed from *Resolved* to *Closed*

Tests passed, so, I merged the branch to master in [f31697a4b](#).