

# windows.go - no go!

**Author :** aklyachkin

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Playing with Go I found today an interesting bug - if a file named windows.go Go compiler doesn't compile it.

I made a simple test - a new project and placed in it the only file named windows.go:

```
$ mkdir g1 $ cd g1 $ export GOPATH=$(pwd) $ cat >windows.go package main
import "fmt" func main() { fmt.Println("Hello world") }
```

If you compile this simple program, the expected output is "Hello world". At least I expect it. But no way - it won't compile:

```
$ go build can't load package: package .: no buildable Go source files in /src/g1
```

And debug output won't help too:

```
$ go build -work -x WORK=/var/folders/9p/bnyfm2md0q5_j4wb3zh9_yq00000gn/T/go-build620868854 can't load package: package .: no buildable Go source files in /src/g1
```

The only thing that helps is to rename file.

```
$ mv windows.go macosx.go $ go build $ ls g1* macosx.go $ ./g1 Hello, world
```

But if you are Linux fan, don't start laughing! linux.go is the same way no go, as windows.go