Subject: Navigator window - gone?
Posted by luoganda on Sun, 03 Sep 2023 13:01:57 GMT
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I use navigator window from always(Ctrl-J) - probably few others too,
it's much better than navigation bar since it has a broader range of usefulness
and is much more panoramic. The last version i checked with it is 16270.
Couldn't this be reintegrated - or maybe at least make an option to show it in menu?

2)This is just a hint...
upp-13664 version seems is the latest that has word as wchar(2bytes):
since upp is not dependant on c++ standards, this would be nice to have in the future,
since(at least in windows i think) L"" meant exactly that - word(not int).

3) new indexer makes problems(i checked it with clang and msvc17 on w7):
(i mostly use msvc17 on windows since it's faster and usually makes smaller exes)
old one works like a charm, meaning - it works for anything(eg Ctrl-LMButtonClick) on anything,
new one(with latest 16962) i open Examples/Button and click Ctrl-LMButton on TopWindow in editor and... Nothing.
Parser starts parsing but after that it ends and nothing happens.
Does currently settings support so that indexer works like the old one from eg 16270(where all sources are checked/parsed at start)?
I played with settings but no one worked like the old one.

Subject: Re: Navigator window - gone?
Posted by mirek on Mon, 04 Sep 2023 08:04:06 GMT
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luoganda wrote on Sun, 03 September 2023 15:01I use navigator window from always(Ctrl-J) - probably few others too,
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Uhm, OK, I am not sure what that dialog allows compared to navigator pane, but I will do as commanded... (you are second person asking about it...)

Quote:
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since upp is not dependant on c++ standards, this would be nice to have in the future,
since(at least in windows i think) L"" meant exactly that - word(not int).

What exactly would be nice to have in future?

Note that a) you do not really need to use L"" for anything b) you have all tools available to do so. You have char16 and String x = L""; works too. Even if in reality, we do not need L"" for anything (UTF-8 is king).

3) new indexer makes problems(i checked it with clang and msvc17 on w7):
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clang works fine for me in this particular case.

msvc seems to have header compatibility issues. I will try to mitigate that, no promises.

Mirek

Subject: Re: Navigator window - gone?
Posted by mirek on Mon, 04 Sep 2023 09:49:39 GMT
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Ad 3: It looks like that if I remove

c:/program files (x86)/microsoft visual studio/2017/community/vc/tools/msvc/14.15.26726/include

from build method include paths, asist works with MSVS 17 (but not building). Can you confirm? (Do not forget to eventually reindex if it does not).

Mirek

Subject: Re: Navigator window - gone?
Posted by mirek on Tue, 05 Sep 2023 11:21:19 GMT
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Please try with current master, I have tried to brind that navigation window back and also to fix MSVC issues.

Subject: Re: Navigator window - gone?
Posted by luoganda on Tue, 05 Sep 2023 12:17:02 GMT
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Quote:Uhm, OK, I am not sure what that dialog allows compared to navigator pane, but I will do as commanded... (you are second person asking about it...)
Probably all have not seen it yet . Ok, thanks.

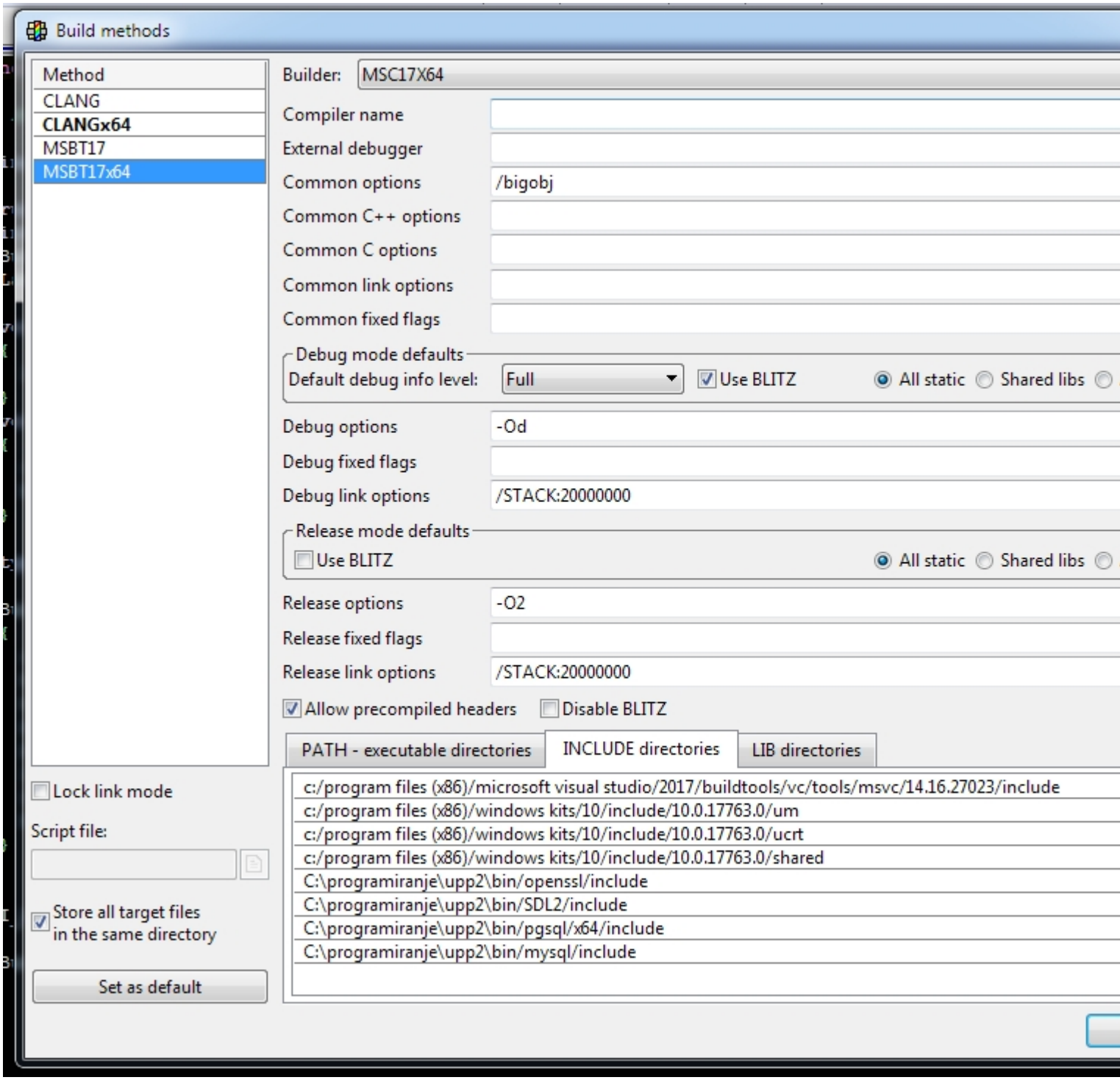
Quote:Note that a) you do not really need to use L"" for anything b) you have all tools available to do so. You have char16 and String x = L""; works too. Even if in reality, we do not need L"" for anything (UTF-8 is king).
Yes, true(utf8 is king).
But i had an older win32 code that i use and was dependant on wchar and that L"" being word(altough i think this can be altered with different compilers).
With that i mostly mean older code using WString(which had wchar 2bytes and it's wchar *ptr) and newerVer(which wchar is 4bytes-int).
This is just an hint(could be and option but not on priority list) - since all older code used 2bytes as wchar and never(especially it seems on linux) - 4bytes.

Indexing(written for both: included clang and msvc17) not working correctly(win7x64):
(i have msvc17-build-tools version: but that doesn't make a difference except mine seems is a little newerVer - check opts2.jpg AttachedImg)
i tried without that include path - but no luck(same with default included clang).
I have tried all three new setting togling in different ways and no go(neither clang nor msvc17).
And - only if 1st option is checked(...clang indexer...) dialog appears - altough nothing happens after that.

Note: this was written for and tested with v16963.

File Attachments

1) opts2.jpg, downloaded 733 times



Subject: Re: Navigator window - gone?
Posted by luoganda on Tue, 05 Sep 2023 19:12:43 GMT
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added to upper post...

This is the 1st time that i try to
compile theide via umk on windows, so - i've got a few errors.

>>
cannot open include file: 'clang-c/Index.h': No such file or directory
ok - i've added it to compiler path in CLANG(and MSVC) and then this is ok.

>>
uppsrc\ide\LayDes\LayWin.cpp(180):
  modified to "LayDes::Zoom = LayDes::Zoom < 5 ? 5 : LayDes::Zoom < 10 ? 10 : 0;"
  and it works without throwing an error(msvc17 compiler used, i don't know if clang would throw the same 'could be this and that...' error).

>>
uppsrc\ide\Errors.cpp(700):
  modified to "int sh = Utf32Len(String(txt) << sl, atoi(h[2])) + sl;" after this works without error on msvc17(don't know about clang though).

>>
after this i used clang and then there were linking issues:
  Linking...
  ld.lld: error: undefined symbol: __declspec(dllimport) _clang_getCString
  >>> referenced by
...upp/_out/ide/clang/CLANG.Blitz.Gui.Sse2/ide/clang$blitz.o:(FetchString(CXString))
  and maaany more "clang_..." linking errors, i think funcs from libclang.cpp are missing.
What and where do i add them to be linked against - a fix in a makefile?
Could be library from upp/bin/llvm/libclang.lib(probably only if clang is used),
or libclang.cpp from uppsrc/ide/clang/libclang.cpp(which is probably the correct one to use).

Subject: Re: Navigator window - gone?
Posted by mirek on Fri, 08 Sep 2023 06:51:21 GMT
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luoganda wrote on Tue, 05 September 2023 21:12added to upper post...

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Could be library from upp/bin/llvm/libclang.lib(probably only if clang is used),
or libclang.cpp from uppsrc/ide/clang/libclang.cpp(which is probably the correct one to use).

You cannot build theide with msvc easily anymore. (MSVC continues to be supported for user projects, but I see no reason to fight for theide to be MSVC compatible out of box).

Also, I am not sure theide works properly in Win7 anymore and I am not willing to invest time to even check. It is 2023 ffs...

Subject: Re: Navigator window - gone?
Posted by mirek on Fri, 08 Sep 2023 07:04:23 GMT
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Anyway, for starters, what about trying with latest nightly build?

Mirek

Subject: Re: Navigator window - gone?
Posted by luoganda on Thu, 21 Sep 2023 19:25:32 GMT
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TheIDE works just fine on Win7 with 2Cores x 3GHz.

Indexer is still a little problematic on any os,
altough i didn't test the last v16997, since
i've got Segmentation fault after successfull build on debian 10(buster)
the usual way using ./install script which uses umks32.
