Subject: Upp 705-dev3 released
Posted by unodgs on Thu, 24 May 2007 21:07:56 GMT
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Changelog:

Markers of changes in code editor! (by Ralf) + highlighting error/warnings/found in files lines.
New QuickTabs
Windows installer should work properly now (theide.exe is not hanging on process list)
Postgres and As() fixes (by ZSolt)
Fixed some problems with TreeCtrl (by Mrjt) More here:
http://www.ultimatepp.org/forum/index.php?t=msg&goto=959 2&#msg_9592
HomeBudget crashed when sql exception was thrown. Fixed.
Some GridCtrl fixes (see internal changelog)

Subject: Re: Upp 705-dev2 released
Posted by michael on Thu, 24 May 2007 21:17:58 GMT
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dev2, not dev3?

Where can i find it? There is only the old dev2 from 16 may in the download-section.

Michael

Edit:

Ok, i see. You've updated the Download now. Thanks.

Subject: Re: Upp 705-dev2 released
Posted by unodgs on Thu, 24 May 2007 21:42:16 GMT
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Sorry.. Stupid copy&paste bug

Subject: Re: Upp 705-dev3 released
Posted by Ulti on Thu, 24 May 2007 23:56:53 GMT
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unodgs wrote on Thu, 24 May 2007 17:07Changelog:

New QuickTabs
Windows installer should work properly now (theide.exe is not hanging on process list)

New QuickTabs is cool!especially the mini scrollbar and the color of the tabs,why not add it to CtrlLib.
"theide.exe is not hanging on process list",fine.

Subject: Re: Upp 705-dev3 released
Posted by unodgs on Fri, 25 May 2007 07:49:50 GMT
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Quote:New QuickTabs is cool!especially the mini scrollbar and the color of the tabs,why not add it to CtrlLib.
Great to here that! There is no technical problem to add it to ctrllib but I'm not sure it is the right place. Even now you can add ide/QuickTabs package to your app and start using it
Quote:"theide.exe is not hanging on process list",fine.
Excellent!

Subject: Re: Upp 705-dev3 released
Posted by Novo on Fri, 25 May 2007 18:59:47 GMT
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unodgs wrote on Thu, 24 May 2007 17:07Changelog:

New QuickTabs

I think there is a problem with QuickTabs.

In order to reproduce:

1) open TheIDE;
2) left-click on QuickTabs (not a tab itself) and keep it pressed;
3) try to drag a mouse-pointer a little bit;
4) release a mouse button;

TheIDE will crash after that.
Checked on Windows XP.

Subject: Compiling on Linux...
Posted by waxblood on Sat, 26 May 2007 21:16:45 GMT
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I didn't understand one thing: the upp source in the windows installation should compile on Linux too, or I have to wait a proper Linux release?

I've tried to compile the 705-dev3 under Xubuntu-Feisty but I've got this error:

Subject: Re: Upp 705-dev3 released
Posted by unodgs on Sun, 27 May 2007 20:11:24 GMT
View Forum Message <> Reply to Message

Novo wrote on Fri, 25 May 2007 14:59
1) open TheIDE;
2) left-click on QuickTabs (not a tab itself) and keep it pressed;
3) try to drag a mouse-pointer a little bit;
4) release a mouse button;

TheIDE will crash after that.
Checked on Windows XP.
Confirmed. Thanks!

Subject: Re: Compiling on Linux...
Posted by mirek on Mon, 28 May 2007 09:03:29 GMT
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waxblood wrote on Sat, 26 May 2007 17:16I didn't understand one thing: the upp source in the windows installation should compile on Linux too, or I have to wait a proper Linux release?

I've tried to compile the 705-dev3 under Xubuntu-Feisty but I've got this error:

Sorry, we are still lagging with X11 D&D. But things seems to progress, I can already drop into U++ apps from other X11 apps, now just have to fix remaining issues in that "drag" part.

Subject: Re: Compiling on Linux...
Posted by atmks on Mon, 28 May 2007 18:29:21 GMT

waxblood wrote on Sat, 26 May 2007 23:16I didn't understand one thing: the upp source in the windows installation should compile on Linux too, or I have to wait a proper Linux release?

I've tried to compile the 705-dev3 under Xubuntu-Feisty but I've got this error:

hi
im using ubuntu too(6.06) and i can compile...
try other version of gcc, my is:

$ gcc --version
gcc (GCC) 4.0.3 (Ubuntu 4.0.3-1ubuntu5)

and im using uppsrc from svn

Subject: Re: Compiling on Linux...
Posted by atmks on Mon, 28 May 2007 18:58:25 GMT

atmks wrote on Mon, 28 May 2007 20:29
im using ubuntu too(6.06) and i can compile...

theide i get this error:

BLITZ: sdiff.cpp laylib.cpp layusc.cpp property.cpp textprop.cpp fontprop.cpp propane.cpp item.cpp layout.cpp
  visgen.cpp laydes.cpp layfile.cpp laywin.cpp

Upp::CodeEditor::SetLineInfoRem(Upp::

/home/atmks/upp/uppsrc/CodeEditor/CodeEditor.h:412: error: no matching function for call to

/home/atmks/upp/uppsrc/CodeEditor/CodeEditor.h:104: note: candidates are: void Upp::EditorBar::SetLineInfoRem(
 Upp::LineInfoRem&)

after fixing compiling and linking is ok, but when i want change to other quicktab, ide crashs
backtrace from core dump

#0 0xffffe410 in __kernel_vsyscall ()
#1 0xb76e19a1 in raise () from /lib/tls/i686/cmov/libc.so.6

```
#2  0xb76e32b9 in abort () from /lib/tls/i686/cmov/libc.so.6
#3  0x082e5885 in Upp::Panic (msg=0x8579650 "Writes to freed blocks detected")
    at Util.cpp:44
#4  0x082e5985 in Upp::HeapPanic (
    text=0x8579650 "Writes to freed blocks detected", pos=0xb60d63a4, size=3)
    at heap.cpp:99
#5  0x082ebe93 in Upp::FreeCheck (ptr=0xb60d63a4, count=3) at heap.cpp:114
#6  0x082ebefe in Upp::CheckFree (p=0xb60d6380, k=2) at heap.cpp:239
#7  0x082ec44e in Upp::MemoryAlloc (sz=40) at heap.cpp:289
#8  0x082f4177 in Upp::MemoryAllocDebug (size=24) at heapdbg.cpp:72
#9  0x080cc92f in operator new (size=20) at Core.h:376
#10 0x08436eac in Upp::callback<Upp::TopWindow, Upp::TopWindow> (
    object=0xbfd5a820, method=
      {__pfn = 0x8421d1c <Upp::TopWindow::DefSyncTitle()>, __delta = 0})
    at Cbgen.h:81
#11 0x0841b882 in Upp::TopWindow::SyncTitle (this=0xbfd5a820)
    at TopWinX11.cpp:82
#12 0x0841b91c in Upp::TopWindow::Title (this=0xbfd5a820, _title=@0xbfd59598)
    at TopWindow.cpp:308
#13 0x08065cf9 in Ide::MakeTitle (this=0xbfd5a820) at ide.cpp:39
#14 0x08115061 in Upp::CallbackMethodAction<Ide, void (Ide::*)()>::Execute (this=0xb6552c28)
at Cbgen.h:31
#15 0x082d9ba2 in Upp::Callback::Execute (this=0xbfd5b924) at Callback.cpp:11
#16 0x080ce7a9 in Upp::Callback::operator() (this=0xbfd5b924) at Cbgen.h:63
#17 0x081d5085 in Upp::TextCtrl::ClearDirty (this=0xbfd5b830) at Text.cpp:147
#18 0x0820bb5c in Upp::TextCtrl::Clear (this=0xbfd5b830) at Text.cpp:50
#19 0x0820bbb4 in Upp::LineEdit::Clear (this=0xbfd5b830) at LineEdit.cpp:30
#20 0x080d1af9 in Upp::CodeEditor::Clear (this=0xbfd5b830) at CodeEditor.h:351
#21 0x0808a7c5 in Ide::FlushFile (this=0xbfd5a820) at idefile.cpp:327
#22 0x080913a0 in Ide::EditFile (this=0xbfd5a820, p=@0xbfd598d8)
    at idefile.cpp:458
...
```

but quictabs is very cool stuff

Subject: Re: Compiling on Linux...
Posted by Zardos on Mon, 28 May 2007 19:36:29 GMT
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atmks wrote on Mon, 28 May 2007 20:58
im using ubuntu too(6.06) and i can compile...

theide i get this error:

Try the attached patch for a possible quickfix.

I'm in the middle of changing the edit markers, so please do not add this patch to the repository.

- Ralf

File Attachments
1) MarkersPatch.patch, downloaded 814 times

Subject: Re: Compiling on Linux...
Posted by mirek on Mon, 28 May 2007 20:49:46 GMT
View Forum Message <> Reply to Message

[quote title=atmks wrote on Mon, 28 May 2007 14:58]atmks wrote on Mon, 28 May 2007 20:29
im using ubuntu too(6.06) and i can compile...

theide i get this error:

BLITZ: sdiff.cpp laylib.cpp layusc.cpp property.cpp textprop.cpp fontprop.cpp propane.cpp item.cpp layout.cpp
visgen.cpp laydes.cpp layfile.cpp laywin.cpp

Upp::CodeEditor::SetLineInfoRem(Upp::

/home/atmks/upp/uppsrc/CodeEditor/CodeEditor.h:412: error: no matching function for call to

/home/atmks/upp/uppsrc/CodeEditor/CodeEditor.h:104: note: candidates are: void Upp::EditorBar::SetLineInfoRem(
Upp::LineInfoRem&)

Yep, already fixed that while working on Xdnd...

You need to add pick_ before those reference parameters...

Mirek

Subject: Re: Compiling on Linux...
Posted by atmks on Tue, 29 May 2007 14:55:28 GMT
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Zardos wrote on Mon, 28 May 2007 21:36

Try the attached patch for a possible quickfix.
I'm in the middle of changing the edit markers, so please do not add this patch to the repository.

- Ralf

hi

sorry, but patch not works

same effect

Subject: Re: Compiling on Linux...
Posted by Zardos on Tue, 29 May 2007 21:14:35 GMT
View Forum Message <> Reply to Message

atmks wrote on Tue, 29 May 2007 16:55Zardos wrote on Mon, 28 May 2007 21:36

Try the attached patch for a possible quickfix.
I'm in the middle of changing the edit markers, so please do not add this patch to the repository.

- Ralf

hi

sorry, but patch not works

same effect

Unfortunately I currently do not have linux installed to reproduce the error.
But I guess the cause of the proble is my "mark edited lines" patch.

So I finally created a patch to remove all markers again from TheIde...

I was fighting a three places:

One place was the problem above. This was the smallest problem and sooner or later this would have been fixed.
As I now understand the pick behavier and my itention was to copy a array which holds the undo-line-marker information, if the file was exchanged in the editor with another file.
...But I was not satisfied with this solution, because all this has caused lots of bugy code.
The problem is: The EditBar holds some line information and when switching between files the line information was fetched from the Ide (after some processing) and set from the Ide. This was no problem - before the line markers appeared - as there was no need to change/remove some line info in all "opened" files and not only in the current one. The result was lots of unnecessary code.
If the Ide would hold all line information for all open files and the EditBar would only reference them... Then there would be no need to Get and Set these line info...
But I didn't want to refracter the code as I still feel new to Ultimate++ and my initial intension was

to just add a "small" enhancement.

The second problem is:
Sometimes (when ClearErros is called -> Build) some files loose there edit-markers information. I can only reproduce this bug if I have compiled TheIDE with "optimize" no problems with "debug".
I guess I have not completly understood the numbering (and Renumber) in EditBar... There is probably a problem in GetLineInfo() and/or SetLineInfo()... I'm not completely sure at this...
Anyway the problem is similar to the problem above. The main problem arise from the impossibility to operate on LineInfo objects outside the EditBar. It would be much simpler If I could iterate over all LinInfo objects independently from EditBar and call for example ClearError on a LineInfo object.
But again I have fear of this bigger change....

The third problem are the edit markers itself:
The current code is a ugly hack to allow an undo on edit markers. Together with the aging feature there arise some problems... I don't want to go in to much details, so in short:
I need the ability to synchronize the EditLineInfo-Undo-history with the general editor Undo-history.
But currently there is no straight forward way, because when the virtual functions:

```
virtual void PreInsert(int pos, const WString& s);
virtual void PostInsert(int pos, const WString& s);
virtual void PreRemove(int pos, int size);
virtual void PostRemove(int pos, int size);
virtual void DirtyFrom(int line);
virtual void SelectionChanged();
```

...are called the general undo-history is no in its finale state! If the user "is typing" the general undohistory can changed after one of the above functions has been called!
So a undo.GetCount() to get the undo position can lead to the wrong (not what I was expecting) result inside the functions above.
Again to fix this problem I would have to change LineEdit which I do not want to do with my current Ultimate++ knowledge.

So finally I decied to prepare a patch which removes all the markers, again - hopefully without traces...

I feel terrible sorry! I have not expected these kinds of problems for such a "small thing". The "aging" markers together with "undo for markers" triggered the whole problem.
I still would like to have these markers, but I guess I will not find the time to fix all bugs...

Again, sorry

Ralf

File Attachments
1) Remove_Markers.patch, downloaded 700 times

Subject: Re: Compiling on Linux...
Posted by waxblood on Sat, 02 Jun 2007 11:42:01 GMT
View Forum Message <> Reply to Message

atmks wrote on Mon, 28 May 2007 20:29
hi
im using ubuntu too(6.06) and i can compile...
try other version of gcc, my is:

$ gcc --version
gcc (GCC) 4.0.3 (Ubuntu 4.0.3-1ubuntu5)

and im using uppsrc from svn

My is 4.1.2. 4.0 version is no longer available in Feisty.
With 3.4 it displays the same asm clobbering error.
With 3.3 it succeeds compiling Cpu.cpp and all the required files, but in the linking phase displays this (I'm still using 705-dev3 sources on Xubuntu Feisty)

```
   /home/da/upp/out/CancellamiPure2/GCC.Debug.Gui.Main.Shared.S
o/main.o:(.gnu.linkonce.d._ZTI15CancellamiPure2+0x0): undefined reference to `vtable for
__cxxabiv1::__si_class_type_info'
  /home/da/upp/out/CancellamiPure2/GCC.Debug.Gui.Main.Shared.S o/main.o: In function
`operator delete(void*)':
main.cpp:(.gnu.linkonce.t._ZdlPv+0x39): undefined reference to `__cxa_call_unexpected'
  /home/da/upp/out/CancellamiPure2/GCC.Debug.Gui.Main.Shared.S
o/main.o:(.gnu.linkonce.d._ZTI25WithCancellamiPure2LayoutIN3 U
 pp9TopWindowEE+0x0): undefined reference to `vtable for __cxxabiv1::__vmi_class_type_info'
  /home/da/upp/out/CancellamiPure2/GCC.Debug.Gui.Main.Shared.S
o/main.o:(.gnu.linkonce.d._ZTI28CancellamiPure2Layout__layid +
 0x0): undefined reference to `vtable for __cxxabiv1::__class_type_info'
  /home/da/upp/out/CancellamiPure2/GCC.Debug.Gui.Main.Shared.S
o/main.o:(.gnu.linkonce.d.DW.ref.__gxx_personality_v0+0x0): u
 ndefined reference to `__gxx_personality_v0'
/home/da/upp/out/Core/GCC.Debug.Gui.Shared.So/$blitz.o: In function
`Upp::Stream::LoadError()':
$blitz.cpp:(.text+0xdab4): undefined reference to `__cxa_allocate_exception'
$blitz.cpp:(.text+0xdad0): undefined reference to `__cxa_throw'
/home/da/upp/out/Core/GCC.Debug.Gui.Shared.So/$blitz.o: In function
`Upp::Load(Upp::Callback1<Upp::Stream&>, Upp::Stream&
 )':
$blitz.cpp:(.text+0x11d3d): undefined reference to `__cxa_begin_catch'
$blitz.cpp:(.text+0x11da9): undefined reference to `__cxa_end_catch'
```

```
$blitz.cpp:(.text+0x11dce): undefined reference to `__cxa_end_catch'
/home/da/upp/out/Core/GCC.Debug.Gui.Shared.So/$blitz.o: In function
`Upp::ValueArray::ValueArray[not-in-charge](Upp::Valu
 e const&)':
$blitz.cpp:(.text+0x1ff52): undefined reference to `__dynamic_cast'
/home/da/upp/out/Core/GCC.Debug.Gui.Shared.So/$blitz.o: In function
`Upp::ValueArray::ValueArray[in-charge](Upp::Value co
 nst&)':
$blitz.cpp:(.text+0x2000e): undefined reference to `__dynamic_cast'
/home/da/upp/out/Core/GCC.Debug.Gui.Shared.So/$blitz.o: In function `.L6400':
$blitz.cpp:(.text+0x2a1ae): undefined reference to `__cxa_allocate_exception'
$blitz.cpp:(.text+0x2a1df): undefined reference to `__cxa_free_exception'
$blitz.cpp:(.text+0x2a209): undefined reference to `__cxa_throw'
$blitz.cpp:(.text+0x2a283): undefined reference to `__cxa_allocate_exception'
$blitz.cpp:(.text+0x2a2bd): undefined reference to `__cxa_free_exception'
$blitz.cpp:(.text+0x2a2ea): undefined reference to `__cxa_throw'
$blitz.cpp:(.text+0x2a364): undefined reference to `__cxa_allocate_exception'
$blitz.cpp:(.text+0x2a39e): undefined reference to `__cxa_free_exception'
$blitz.cpp:(.text+0x2a3c8): undefined reference to `__cxa_throw'
$blitz.cpp:(.text+0x2a455): undefined reference to `__cxa_begin_catch'
$blitz.cpp:(.text+0x2a47c): undefined reference to `__cxa_end_catch'
$blitz.cpp:(.text+0x2a48f): undefined reference to `__cxa_end_catch'
```

note that these are only the first lines, but the problem is always the same, missing references to __cxa???????????

BTW, to force Upp using a particular version of GCC, I had to write in Setup->Build methods->Compiler name field
gcc -V 3.3
I've previously tried to set Debug options to
 -V 3.3 -O0
but it tells me -V 3.3 must go at the beginning of the command line.

Where is the right place to specify compiler's version in Upp? A dedicated field would be more appropriate.

Explicative popups on fields labels would be useful, too.

Ciao,
David

Subject: Re: Compiling on Linux...
Posted by atmks on Sun, 03 Jun 2007 07:35:59 GMT

waxblood wrote on Sat, 02 June 2007 13:42
BTW, to force Upp using a particular version of GCC, I had to write in Setup->Build methods->Compiler name field
gcc -V 3.3
I've previously tried to set Debug options to
 -V 3.3 -O0
but it tells me -V 3.3 must go at the beginning of the command line.

- create a symlink called gcc to gcc-3.3

- try: Setup->Build methods->Compiler name
gcc-3.3 or g++

Subject: Re: Compiling on Linux...
Posted by waxblood on Tue, 05 Jun 2007 15:48:03 GMT

I think I've spotted a bug related to my gcc version and cxx linking problems.

On Xubuntu Feisty Upp 2007.1 I have no problems building with gcc 4.1.2 debug mode shared libs, but it seems that performing a failed build with gcc 3.3 and 3.4 compromises the ide, and it is not therefore possible to get it working back with normal gcc, cause the same errors will show no matter how many Build->Clean && Build->Clean UPPOUT you will do, and this for every app to come.

Blitz doesn't recognizes the version switch for sure, it's evident during compile time it mixes libs compiled with differents gcc versions.

I've tried various combinations of deleting ~/.theide/theide.cfg, ~/.theide/cfg/*.cfg *.cdb (before running Upp!) but the only solution I've found for now is deleting ~/.theide entirely.

to reproduce the bug (watch out - you'll have to delete ~/.theide after this!):

set Setup->Build methods->Compiler name to gcc-3.3

clean && clean UPPOUT

build something (i.e. Bombs)

you should see the errors

set Setup->Build methods->Compiler name to gcc

clean && clean UPPOUT

the errors again and forever :/

Ciao,
David

In the attached file I reported the cxx errors

File Attachments

1) UppGccCxxBug.txt.tar.gz, downloaded 622 times

Subject: Re: Compiling on Linux...
Posted by ebojd on Wed, 06 Jun 2007 12:12:08 GMT
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I just did a quick check on my Gentoo box by running "gcc -V 3.3.6 -v" and found that it is looking for:

/usr/i686-pc-linux-gnu/gcc-bin/4.1.2/i686-pc-linux-gnu-gcc-3 .3.6

instead of

/usr/i686-pc-linux-gnu/gcc-bin/3.3.6/i686-pc-linux-gnu-gcc-3 .3.6

So it looks like a bug in how it resolves the versioning numbers. You can try to set up a symbolic link from /usr/i686-pc-linux-gnu/gcc-bin/4.1.2/i686-pc-linux-gnu-gcc-3 .3.6 to /usr/i686-pc-linux-gnu/gcc-bin/3.3.6/i686-pc-linux-gnu-gcc-3 .3.6 or use "gcc-config" if it is on your system to switch everything.

Hope that helps...

EBo --

Subject: Re: Compiling on Linux...
Posted by waxblood on Thu, 07 Jun 2007 07:08:51 GMT
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I solved the problem with gcc versions. I was using gcc-3.3 in Compiler name field instead of g++-3.3 . This seems to work, moreover, if there are libraries compiled with different versions of g++ theide is not compromised anymore, performing a clean && clean UPPOUT is sufficient to restore things as they were.

As for compiling theide from SVN rev 60 in Linux, well, X11DnD.cpp seems pretty void at present...

David

Subject: Re: Compiling on Linux...
Posted by mirek on Fri, 08 Jun 2007 07:19:07 GMT
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waxblood wrote on Thu, 07 June 2007 03:08
I solved the problem with gcc versions. I was using gcc-3.3 in Compiler name field instead of g++-3.3 . This seems to work, moreover, if there are libraries compiled with different versions of g++ theide is not compromised anymore, performing a clean && clean UPPOUT is sufficient to restore things as they were.

As for compiling theide from SVN rev 60 in Linux, well, X11DnD.cpp seems pretty void at present...

David

Well, it is already finished, but at present, Daniel has broken hardware and Bas is on vacation -> there is a stop for releases or SVN syncs...

Mirek

Subject: Re: Compiling on Linux...
Posted by waxblood on Fri, 08 Jun 2007 10:16:38 GMT
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luzr wrote on Fri, 08 June 2007 09:19waxblood wrote on Thu, 07 June 2007 03:08
I solved the problem with gcc versions. I was using gcc-3.3 in Compiler name field instead of g++-3.3 . This seems to work, moreover, if there are libraries compiled with different versions of g++ theide is not compromised anymore, performing a clean && clean UPPOUT is sufficient to restore things as they were.

As for compiling theide from SVN rev 60 in Linux, well, X11DnD.cpp seems pretty void at present...

David

Well, it is already finished, but at present, Daniel has broken hardware and Bas is on vacation -> there is a stop for releases or SVN syncs...

Mirek

That at least prompted me to finally virtualboxing a WindowsXP inside Linux, so in one way or another, I'll have my upp 705-dev3 eXPeriance in Linux at last
Moreover, the virtualized Windows seems to run pretty good.

I avoid wine because I don't want even think about winsucks malware getting executed on my linuxbox

Ciao,
David

Subject: Re: Compiling on Linux...
Posted by waxblood on Sat, 09 Jun 2007 15:55:39 GMT
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Now that I have my new virtualized WindowsXP with Upp 705 dev3 I can taste the Windows bugs too...

Using MINGW all static debug with full debug info

1) ABOUT MINGW
mingw sometimes works, sometimes not.

When I first attempted to compile Bombs, it didn't even tell me why it failed, on the second, after having compiled UWord I got this

```
----- Bombs ( GUI MAIN GCC DEBUG DEBUG_FULL BLITZ WIN32 ) (9 / 9)
Linking...
(option '-O 2' ignored)
___main: duplicate
-> used:      libmingw32.a:gccmain.o:1
-> discarded: libgcc.a:__main.o:1
1 undefined symbol(s):
_WinMain@16 (referenced from libmingw32.a:main.o:1; _main; .text)
linking aborted due to fatal errors
collect2: ld returned 1 exit status

There were errors. (3:35.13)
```

The third time it magically run Bombs, although complaining about the same problem, it seems

```
----- CtrlLib ( GUI GCC DEBUG DEBUG_FULL BLITZ WIN32 ) (1 / 9)
----- CtrlCore ( GUI GCC DEBUG DEBUG_FULL BLITZ WIN32 ) (2 / 9)
----- RichText ( GUI GCC DEBUG DEBUG_FULL BLITZ WIN32 ) (3 / 9)
----- Draw ( GUI GCC DEBUG DEBUG_FULL BLITZ WIN32 ) (4 / 9)
----- Core ( GUI GCC DEBUG DEBUG_FULL BLITZ WIN32 ) (5 / 9)
----- plugin/bmp ( GUI GCC DEBUG DEBUG_FULL BLITZ WIN32 ) (6 / 9)
----- plugin\z ( GUI GCC DEBUG DEBUG_FULL BLITZ WIN32 ) (7 / 9)
----- plugin\png ( GUI GCC DEBUG DEBUG_FULL BLITZ WIN32 ) (8 / 9)
----- Bombs ( GUI MAIN GCC DEBUG DEBUG_FULL BLITZ WIN32 ) (9 / 9)
main.cpp
bombs.rc
Bombs: 2 file(s) built in (0:11.60), 5803 msecs / file, duration = 11677 msecs
Linking...
(option '-O 2' ignored)
___main: duplicate
-> used:      libmingw32.a:gccmain.o:1
-> discarded: libgcc.a:__main.o:1
C:\bin\upp\out\MINGW.Debug_full.Gui\Bombs.exe (13327580 B) linked in (0:03.49)

OK. (0:16.88)
```

2) ABOUT UWORD
When I try to drag&drop text in UWord I get this (it happens quite always) :

```
Assertion failed in uppsrc\Draw|DrawOpWin32.cpp, line 96 q != ERROR
```

note that in the error box it's impossible to select text (cursor turns to a hourglass over it), this ways errors must be copied by hand - not very handy

David

Subject: Re: Compiling on Linux...
Posted by mirek on Sat, 09 Jun 2007 22:02:08 GMT
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add 1: hard to say..

add 2: should be already fixed.

Subject: Re: Compiling on Linux...
Posted by piotr5 on Wed, 20 Jun 2007 12:40:49 GMT
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actually in uvs the X11Dnd-file does conflict with linux
filesystem's case-sensitivity. in upp opening X11DnD.cpp
will create an empty file. after removing this new file
and adding the correct file instead, I got upp to compile
and run -- and crash right after selecting the ide-project.

that was about 10 days ago, will try again today...

Subject: Re: Compiling on Linux...
Posted by piotr5 on Mon, 25 Jun 2007 11:55:20 GMT
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nope, still crahed with a heap-panic "free memory altered"
or something like that. it seems some sneaky process does
write random zeroes into the freed space on the heap...

after making the related check zero-insensitive, it seems
to work now...

Subject: Re: Compiling on Linux...
Posted by waxblood on Fri, 29 Jun 2007 15:34:06 GMT
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I saw in 705-dev2 this statement

fixed problem with Ctrl+1 - Ctrl+0 keys in X11

and I said to myself:

but....

I've compiled last UVS version... and the problem persists
It seems only Ctrl+2 works, don't even talk about Ctrl+Shift+x

I have an italian keyboard

Ciao
David

Subject: Re: Upp 705-dev3 released
Posted by ebojd on Fri, 29 Jun 2007 18:28:55 GMT
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I'm trying to set up a Gentoo live ebuild for the upp-dev. Is sourceforge's SVN repository up to date, or is it only available on UVS?

I just downloaded the SVN version and there are compiler errors:

```
c++ -c -O3 -ffunction-sections  -x c++
-I/var/tmp/portage/dev-lang/upp-dev-705.3/work/upp-dev-705.3 /upp/uppsrc/
-I/usr/include/freetype2 -I/usr/include/gtk-2.0 -I/usr/include/glib-2.0 -I/usr/lib/glib-2.0/include
-I/usr/lib/gtk-2.0/include -I/usr/include/cairo -I/usr/include/pango-1.0 -I/usr/include/atk-1.0
-DflagGUI -DflagGCC -DflagSHARED -DflagLINUX -DflagMAIN
/var/tmp/portage/dev-lang/upp-dev-705.3/work/upp-dev-705.3/u pp/uppsrc/ide/SelectPkg.cpp -o
/var/tmp/portage/dev-lang/upp-dev-705.3/work/upp-dev-705.3/u
pp/out/ide/GCC-Gcc-Gui-Linux-Main-Shared/SelectPkg.o
 /var/tmp/portage/dev-lang/upp-dev-705.3/work/upp-dev-705.3/u
pp/uppsrc/CodeEditor/CodeEditor.h: In member function 'void
Upp::CodeEditor::SetLineInfoRem(Upp::LineInfoRem&)':
 /var/tmp/portage/dev-lang/upp-dev-705.3/work/upp-dev-705.3/u
pp/uppsrc/CodeEditor/CodeEditor.h:412: error: no matching function for call to
'Upp::EditorBar::SetLineInfoRem(Upp::LineInfoRem)'
 /var/tmp/portage/dev-lang/upp-dev-705.3/work/upp-dev-705.3/u
pp/uppsrc/CodeEditor/CodeEditor.h:104: note: candidates are: void
Upp::EditorBar::SetLineInfoRem(Upp::LineInfoRem&)
make[1]: ***  [/var/tmp/portage/dev-lang/upp-dev-705.3/work/upp-dev-705.3/
```

upp/out/ide/GCC-Gcc-Gui-Linux-Main-Shared/SelectPkg.o] Error 1
make[1]: Leaving directory `/var/tmp/portage/dev-lang/upp-dev-705.3/work/upp-dev-705.3/ upp'
make: *** [theide] Error 2

EBo --

Subject: Re: Upp 705-dev3 released
Posted by waxblood on Fri, 29 Jun 2007 19:52:25 GMT
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It is not up-to-date, just to tell one thing, X11DnD.cpp is void.... .-.

David

Subject: Re: Upp 705-dev3 released
Posted by ebojd on Fri, 29 Jun 2007 21:21:21 GMT
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Maybe over the weekend I'll take a look at getting UVS up again (I had trouble the last time I tried and gave up)...

EBo --

Subject: Re: Upp 705-dev3 released
Posted by ebojd on Mon, 02 Jul 2007 13:18:19 GMT
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Where is the newest UVS2 source, and run instructions? I got it to build, but it locks up...

EBo --

Subject: SVN sync from UVS [was: Upp 705-dev3 released]
Posted by ebojd on Mon, 02 Jul 2007 13:38:37 GMT
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Can someone sync the SVN tree from UVS (until I get the UVS program working correctly).

I have an odd bug that caused theIDE to loose the new peoject templates and I'm about to rebuild...

EBo --

Subject: Re: Upp 705-dev3 released
Posted by mirek on Mon, 02 Jul 2007 16:02:02 GMT
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It is on the FTP. It is regular package, just put it to some assembly and compiler.

Subject: Re: Upp 705-dev3 released
Posted by ebojd on Mon, 02 Jul 2007 19:54:21 GMT
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I'm guess I'm confused...

There is only a win.exe for 705-dev3 (at least on sourceforge). Am I looking at the wrong FTP site? If so, what is the URL?

EBo --

Subject: Re: Upp 705-dev3 released
Posted by adkiller on Fri, 06 Jul 2007 21:36:06 GMT
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Any plans to update SVN and the 705-dev(n) releases? Its been a month since the last update.

Thanks,
-Ad

Subject: svn will be updated in the next week. on monday i'll finally get the new computer.. btw opera mini i
Posted by unodgs on Sat, 07 Jul 2007 08:25:15 GMT
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