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Subject: Upp 612-dev2 released  
Posted by [unodgs](#) on Thu, 21 Dec 2006 07:50:15 GMT  
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It took a while (I had to rewrite the installer), but here it is - new, shiny 612-dev2 ;)

Changes since last dev:

- + upp uses Upp namespace now.
- + TopWindow::FullScreen
- + GTK chameleon can now paint TabCtrl and SpinButtons
- + New Vector optimization (reduces Linux executable size by 0.8%)
- + PCRE (regular expressions) with simple wrapper in plugin
- + GridCtrl (changelog in package)
- + DateTimeCtrl is now part of CtrlLib
- + examples: HomeBudget (demonstrates GridCtrl and sqlite usage)
- + First MacOS fixes (thanks go to lundman)

Merry christmas to all Upp::users!

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Subject: Re: Upp 612-dev2 released  
Posted by [Ulti](#) on Thu, 21 Dec 2006 09:16:54 GMT  
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winxpsp2+mingw(upp's),compiling HomeBudget errors as following:

```
D:\UltiStudio\upp\uppsrc\GridCtrl\GridCtrl.cpp:3306: error: ambiguous overload for 'operator!=' in  
'(((Upp::Edits*)((Upp::GridCtrl*)this)) + 192u)->Upp:  
:Vector<T>::operator[] [with T = Upp::Edit](id)->Upp::Edit::factory != 0'
```

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Subject: Re: Upp 612-dev2 released  
Posted by [unodgs](#) on Thu, 21 Dec 2006 10:30:30 GMT  
[View Forum Message](#) <> [Reply to Message](#)

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Ulti wrote on Thu, 21 December 2006 04:58:16winxpsp2+mingw(upp's),compiling HomeBudget errors as following:

```
D:\UltiStudio\upp\uppsrc\GridCtrl\GridCtrl.cpp:3306: error: ambiguous overload for 'operator!=' in
```

---

```
'(((Upp::Edits*)((Upp::GridCtrl*)this)) + 192u)->Upp:
:Vector<T>::operator[] [with T = Upp::Edit](id)->Upp::Edit::factory != 0'
Oops.. I forgot to check mingw..
Fix is easy:
```

```
Change
bool factory = edits[id].factory != 0;
to
bool factory = edits[id].factory;
```

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Subject: Re: Upp 612-dev2 released  
Posted by [Ulti](#) on Thu, 21 Dec 2006 14:42:23 GMT  
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Another Mingw error:  
In file included from D:/UltiStudio/upp/out/CtrlCore/MINGW.Debug\_full.Gui\blitz.c pp:114:  
D:/UltiStudio/upp/uppsrc/Core/Lang.h: In member function `virtual LRESULT  
Upp::Ctrl::WindowProc(UINT, WPARAM, LPARAM)':  
D:/UltiStudio/upp/uppsrc/Core/Lang.h:41: error: too many arguments to function `Upp::String  
Upp::GetLocaleInfoA(LCID, LCTYPE)'  
D:/UltiStudio\upp\uppsrc\CtrlCore\Win32Proc.cpp:261: error: at this point in file

thanks! :)

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Subject: Re: Upp 612-dev2 released  
Posted by [yeohhs](#) on Thu, 21 Dec 2006 14:59:58 GMT  
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Hi,

I've added "using namespace Upp;" to the project files in MyUppApp but there were several compile errors. All were C2872.

I'm compiling using MSC8 Optimal build.

To "fix" it, I have made changes to:

1. iml\_source.h

Line 63:

```
#define IMAGE_BEGIN_DATA { static const Upp::byte data[] = {
```

2. topic\_group.h

Line 117:

```
#define COMPRESSED    static const Upp::byte data[] = {
```

The MyUppApp project now builds without any errors and runs okay. :)

Best Regards,

Yeoh

--

---

Subject: Re: Upp 612-dev2 released

Posted by [Ulti](#) on Thu, 21 Dec 2006 15:12:54 GMT

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Ulti wrote on Thu, 21 December 2006 09:58:42Another Mingw error:

D:\UltiStudio\upp\uppsrc\CtrlCore\Win32Proc.cpp:261: error: at this point in file

thanks! :)

```
in Win32proc.cpp change    GetLocaleInfo(MAKELCID(LOWORD(GetKeyboardLayout(0)),
SORT_DEFAULT),           LOCALE_IDEFAULTANSICODEPAGE, b, 20);
```

to

```
::GetLocaleInfo(MAKELCID(LOWORD(GetKeyboardLayout(0)), SORT_DEFAULT),
                LOCALE_IDEFAULTANSICODEPAGE, b, 20);
```

can solve this error, but I don't know if it is the right solution.

correction: this makes MSC71 fail, so don't do this

---

Subject: Re: Upp 612-dev2 released

Posted by [Ulti](#) on Thu, 21 Dec 2006 15:18:40 GMT

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yeohhs wrote on Thu, 21 December 2006 09:58:59Hi,

I've added "using namespace Upp;" to the project files in MyUppApp but there were several compile errors. All were C2872.

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To "fix" it, I have made changes to:

1. iml\_source.h

Line 63:

```
#define IMAGE_BEGIN_DATA { static const Upp::byte data[] = {
```

2. topic\_group.h

Line 117:

```
#define COMPRESSED      static const Upp::byte data[] = {
```

The MyUppApp project now builds without any errors and runs okay. :)

Best Regards,

Yeoh

--

aha,it works :)

---

Subject: Re: Upp 612-dev2 released

Posted by [Ulti](#) on Thu, 21 Dec 2006 16:10:46 GMT

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---

to support Mingw(gcc4.1.1)

Core.h to be changed:

from

```
END_UPP_NAMESPACE
```

```
#ifdef PLATFORM_WIN32
```

```
Ntl_Moveable(Point)
```

```
Ntl_Moveable(Size)
```

```
Ntl_Moveable(Rect)
```

```
#endif
```

```
#if (defined(_DEBUG) || defined(_TEST_LEAKS)) && defined(PLATFORM_POSIX)
```

```
to
#ifdef PLATFORM_WIN32
NTL_MOVEABLE(POINT)
NTL_MOVEABLE(SIZE)
NTL_MOVEABLE(RECT)
#endif
END_UPP_NAMESPACE
```

```
#if (defined(_DEBUG) || defined(_TEST_LEAKS)) && defined(PLATFORM_POSIX)
```

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Subject: Re: Upp 612-dev2 released  
Posted by [Novo](#) on Thu, 21 Dec 2006 23:39:07 GMT  
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---

If I decide not to use "using namespace Upp" but rather explicitly use namespace Upp I'm getting compilation error when trying to compile a simple code below.

```
class ufm : public Upp::TopWindow {
public:
    typedef ufm CLASSNAME;

};

GUI_APP_MAIN
{
    ufm().Run();
}
```

The errors are:

```
E:\home\srg\c++\vc71\upp_app\ufm\main.cpp(63) : error C2653: 'Ctrl' : is not a class or
namespace name
E:\home\srg\c++\vc71\upp_app\ufm\main.cpp(63) : error C3861: 'InitWin32': identifier not found,
even with argument-dependent lookup
E:\home\srg\c++\vc71\upp_app\ufm\main.cpp(63) : error C3861: 'coreCmdLine__': identifier not
found, even with argument-dependent lookup
E:\home\srg\c++\vc71\upp_app\ufm\main.cpp(63) : error C3861: 'SplitCmdLine__': identifier not
found, even with argument-dependent lookup
E:\home\srg\c++\vc71\upp_app\ufm\main.cpp(63) : error C3861: 'ApplnitEnvironment__': identifier
```

not found, even with argument-dependent lookup  
E:\home\srg\c++\vc71\upp\_app\ufm\main.cpp(63) : error C2653: 'Ctrl' : is not a class or namespace name  
E:\home\srg\c++\vc71\upp\_app\ufm\main.cpp(63) : error C3861: 'CloseTopCtrls': identifier not found, even with argument-dependent lookup  
E:\home\srg\c++\vc71\upp\_app\ufm\main.cpp(63) : error C3861: 'UsrLog': identifier not found, even with argument-dependent lookup  
E:\home\srg\c++\vc71\upp\_app\ufm\main.cpp(63) : error C3861: 'DeleteUsrLog': identifier not found, even with argument-dependent lookup  
E:\home\srg\c++\vc71\upp\_app\ufm\main.cpp(63) : error C2653: 'Ctrl' : is not a class or namespace name  
E:\home\srg\c++\vc71\upp\_app\ufm\main.cpp(63) : error C3861: 'ExitWin32': identifier not found, even with argument-dependent lookup  
E:\home\srg\c++\vc71\upp\_app\ufm\main.cpp(63) : error C3861: 'AppExit\_\_': identifier not found, even with argument-dependent lookup  
E:\home\srg\c++\vc71\upp\_app\ufm\main.cpp(63) : error C3861: 'GetExitCode': identifier not found, even with argument-dependent lookup

It would be good to support explicit usage of Upp. Defines do not belong to a namespace I believe, so all these functions and variables cannot be found.

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Subject: Re: Upp 612-dev2 released  
Posted by [Ulti](#) on Fri, 22 Dec 2006 00:43:23 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Novo wrote on Thu, 21 December 2006 18:39: If I decide not to use "using namespace Upp" but rather explicitly use namespace Upp I'm getting compilation error when trying to compile a simple code below.

```
class ufm : public Upp::TopWindow {
public:
    typedef ufm CLASSNAME;

};

GUI_APP_MAIN
{
    ufm().Run();
}
```

The errors are:

that is only apply namespace to TopWindow as I know.

---

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Subject: Re: Upp 612-dev2 released  
Posted by [Ulti](#) on Fri, 22 Dec 2006 00:48:53 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

summary  
fixed:

```
=====
to support Mingw(gcc4.1.1)
Core.h to be changed:
from
END_UPP_NAMESPACE
```

```
#ifdef PLATFORM_WIN32
NTL_MOVEABLE(POINT)
NTL_MOVEABLE(SIZE)
NTL_MOVEABLE(RECT)
#endif
```

```
#if (defined(_DEBUG) || defined(_TEST_LEAKS)) && defined(PLATFORM_POSIX)
```

```
to
#ifdef PLATFORM_WIN32
NTL_MOVEABLE(POINT)
NTL_MOVEABLE(SIZE)
NTL_MOVEABLE(RECT)
#endif
END_UPP_NAMESPACE
```

```
#if (defined(_DEBUG) || defined(_TEST_LEAKS)) && defined(PLATFORM_POSIX)
```

GridCtrl's mingw support  
Change

```
bool factory = edits[id].factory != 0;
```

to

```
bool factory = edits[id].factory;
```

iml errors

To "fix" it, I have made changes to:

1. iml\_source.h

Line 63:

```
#define IMAGE_BEGIN_DATA { static const Upp::byte data[] = {
```

2. topic\_group.h

Line 117:

```
#define COMPRESSED static const Upp::byte data[] = {
```

```
=====
```

don't know how to fix, need help

Another Mingw error:

In file included from D:/UltiStudio/upp/out/CtrlCore/MINGW.Debug\_full.Gui/\$blitz.c pp:114:

D:/UltiStudio/upp/uppsrc/Core/Lang.h: In member function `virtual LRESULT

Upp::Ctrl::WindowProc(UINT, WPARAM, LPARAM)':

D:/UltiStudio/upp/uppsrc/Core/Lang.h:41: error: too many arguments to function `Upp::String

Upp::GetLocaleInfoA(LCID, LCTYPE)'

D:/UltiStudio/upp/uppsrc/CtrlCore/Win32Proc.cpp:261: error: at this point in file

---

Subject: Re: Upp 612-dev2 released

Posted by [luzr](#) on Fri, 22 Dec 2006 07:43:21 GMT

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---

Well, looks like the release was new, but not shiny :)

Mirek

---

Subject: Re: Upp 612-dev2 released

Posted by [unodgs](#) on Fri, 22 Dec 2006 08:40:04 GMT

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luzr wrote on Fri, 22 December 2006 02:43: Well, looks like the release was new, but not shiny :)

:) it should be: new, shiny visual c++ release...

I will add checking mingw compatibility in installer as well as compiling examples and references.

---

Subject: Re: Upp 612-dev2 released  
Posted by [fallingdutch](#) on Fri, 22 Dec 2006 09:03:42 GMT  
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sorry for my delay:

3togo asked me to add a configure.ac and a makefile.ac to upp so the typical linux installation ".configure && make && make install" works, but i was unable to get it running. ANY hints are very welcome esp. about automake, but also on autoconf (eg links to good documentation/examples)

now i use the old way: two Makefiles and i get:

```
uppsrc/Web/socket.cpp: In member function '&#8216;bool Upp::Socket::Data::OpenClient(const char*, int, bool, Upp::dword*, int, bool)&#8217;:
```

```
uppsrc/Web/socket.cpp:192: error: '&#8216;::GetLastError&#8217; has not been declared
```

Bas  
Merry X-Mas

---

Subject: Re: Upp 612-dev2 released  
Posted by [lundman](#) on Fri, 22 Dec 2006 11:43:10 GMT  
[View Forum Message](#) <> [Reply to Message](#)

I recently sat down to learn autoconf, and added it to all my programs if you need help.

I used:

[http://www-src.lip6.fr/homepages/Alexandre.Duret-Lutz/autoto\\_ols.html](http://www-src.lip6.fr/homepages/Alexandre.Duret-Lutz/autoto_ols.html)

It was surprisingly well written.

Subject: Re: Upp 612-dev2 released  
Posted by [fallingdutch](#) on Fri, 22 Dec 2006 12:08:18 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

thanks, will work throught the 557 slides :)

Bas

---

Subject: Re: Upp 612-dev2 released  
Posted by [fallingdutch](#) on Fri, 22 Dec 2006 13:52:03 GMT  
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---

finally linux is up, too

package name changed from ultimate++ -> upp  
so please run a "apt-get remove ultimate++" before installing

Bas

---

Subject: Re: Upp 612-dev2 released  
Posted by [Novo](#) on Fri, 22 Dec 2006 15:40:53 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Ulti wrote on Fri, 22 December 2006 01:43:39; Novo wrote on Thu, 21 December 2006 18:39:39  
If I decide not to use "using namespace Upp" but rather explicitly use namespace Upp  
I'm getting compilation error when trying to compile a simple code below.

```
class ufm : public Upp::TopWindow {  
public:  
    typedef ufm CLASSNAME;
```

```
};
```

```
GUI_APP_MAIN
```

```
{  
    ufm().Run();  
}
```

The errors are:

that is only apply namespace to TopWindow as I know.

Let us make it more complicated.

```
class ufm : public Upp::TopWindow {
public:
    typedef ufm CLASSNAME;
    ufm();
```

```
private:
    Upp::MenuBar    menu;
    Upp::StatusBar  status;
    Upp::Splitter  h;
    Upp::ArrayCtrl files_left;
    Upp::ArrayCtrl files_right;

    Upp::EditString edit_name;
    Upp::EditString edit_ext;
    Upp::EditTime   edit_date;
    Upp::EditString edit_attr;
```

```
};
```

```
ufm::ufm()
{
    // Skipped ...
}
```

```
GUI_APP_MAIN
{
    ufm().Run();
}
```

In order to compile this program Upp must be explicitly used within all defines.

I can even volunteer to fix that ...



Subject: Re: Upp 612-dev2 released  
Posted by [luzr](#) on Fri, 22 Dec 2006 17:04:42 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Novo wrote on Fri, 22 December 2006 10:58:40  
Upp::EditTime edit\_date;  
Upp::EditString edit\_attr;

In order to compile this program Upp must be explicitly used within all defines.

I can even volunteer to fix that ...

I am not sure I understand your point this time...

Obviously, without the using clause, you have to qualify all symbols from the Upp namespace.

Mirek

---

---

Subject: Re: Upp 612-dev2 released  
Posted by [Novo](#) on Fri, 22 Dec 2006 21:31:51 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

luzr wrote on Fri, 22 December 2006 18:58:04

I am not sure I understand your point this time...

Obviously, without the using clause, you have to qualify all symbols from the Upp namespace.

Mirek

Same as with STL and boost. But when I use a define from Ultimate++ without the using clause the code won't compile.

In all defines, which can be used outside of the Upp namespace, like GUI\_APP\_MAIN in my case all symbols must be qualified with the Upp namespace. In this case everyone will have a choice either to use the using clause or to qualify all symbols from the Upp namespace.

I personally prefer the second choice because it makes code more readable especially when you use many frameworks in one project.

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Subject: Re: Upp 612-dev2 released  
Posted by [luzr](#) on Fri, 22 Dec 2006 22:53:44 GMT  
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---

Ah, yes, you are right. I just thought you do not like adding Upp:: before all symbols.

GUI\_APP\_MAIN is already fixed. The only problem is that it HAS to be in global namespace as that seems the only way to define main and WinMain...

Mirek

---

---

Subject: Re: Upp 612-dev2 released  
Posted by [Ulti](#) on Sat, 23 Dec 2006 07:08:38 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

unodgs wrote on Fri, 22 December 2006 03:58:40  
:) it should be: new, shiny visual c++ release...  
I will add checking mingw comatability in installer as well as compiling examples and references.

Hi,unodgs:

there another note,your GridCtrl use old format .iml file,if it is changed to new format,yeohhs's fix will help.

thank you very much. :)

---

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Subject: Re: Upp 612-dev2 released  
Posted by [forlano](#) on Sat, 23 Dec 2006 08:45:02 GMT  
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---

unodgs wrote on Thu, 21 December 2006 08:50:00It took a while (I had to rewrite the installer), but here it is - new, shiny 612-dev2 ;)

Changes since last dev:

- + upp uses Upp namespace now.
- + TopWindow::FullScreen
- + GTK chameleon can now paint TabCtrl and SpinButtons
- + New Vector optimization (reduces Linux executable size by 0.8%)
- + PCRE (regular expressions) with simple wrapper in plugin
- + GridCtrl (changelog in package)

- + DateTimeCtrl is now part of CtrlLib
- + examples: HomeBudget (demonstrates GridCtrl and sqlite usage)
- + First MacOS fixes (thanks go to lundman)

Merry christmas to all Upp::users!

Hi,

a lot of new things. It's a pity I'm far from my computer with no possibility to try them.

Merry Christmas and Happy New Year from Moscow!

Luigi

---

Subject: Re: Upp 612-dev2 released  
Posted by [unodgs](#) on Sat, 23 Dec 2006 09:22:25 GMT  
[View Forum Message](#) <> [Reply to Message](#)

Ulti wrote on Sat, 23 December 2006 02:58:08

Hi,unodgs:

there another note,your GridCtrl use old format .iml file,if it is changed to new format,yeohhs's fix will help.

thank you very much. :)

Yes, this will be fixed in the next dev.

---

Subject: Re: Upp 612-dev2 released  
Posted by [Ulti](#) on Sat, 23 Dec 2006 09:26:48 GMT  
[View Forum Message](#) <> [Reply to Message](#)

unodgs wrote on Sat, 23 December 2006 04:58:22

Yes, this will be fixed in the next dev.

thanks!

Merry christmas

Subject: Re: Upp 612-dev2 released  
Posted by [yoco](#) on Sat, 23 Dec 2006 19:50:10 GMT  
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---

I have no errors in compile.

But when I link, there are so many unresolved Upp::XXX functions,  
It seems that, all the implements are not in the Upp namespace.  
Do I miss anything? :)  
(I use MSVC7.)

Thanks alot ^\_^

---

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Subject: Re: Upp 612-dev2 released  
Posted by [yoco](#) on Sat, 23 Dec 2006 20:40:14 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

yoco wrote on Sat, 23 December 2006 14:58:50 I have no errors in compile.

But when I link, there are so many unresolved Upp::XXX functions,  
It seems that, all the implements are not in the Upp namespace.  
Do I miss anything? :)  
(I use MSVC7.)

Thanks alot ^\_^

I solved this problem by "Recomplie All."  
It seems like a "Incremental Linker" bug of MSVC,  
But I'm not sure.

---