
Subject: [Featur+Patch]theide: list Errors first, then Warning after
Posted by [omari](#) on Wed, 09 Sep 2020 16:46:23 GMT
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that allows us to find the errors without scrolling through warnings.

here the patch (generated by 'git diff').

File Attachments

1) [errors.diff](#), downloaded 417 times

Subject: Re: [Featur+Patch]theide: list Errors first, then Warning after
Posted by [Klugier](#) on Wed, 09 Sep 2020 17:51:25 GMT
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Hello omari,

You should fix both I encourage you to turn option on that treats warnings as errors. In this case uppsrc shouldn't produced any warnings. I hope we are on the good path to do it.

Klugier

Subject: Re: [Featur+Patch]theide: list Errors first, then Warning after
Posted by [koldo](#) on Wed, 09 Sep 2020 18:35:33 GMT
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omari wrote on Wed, 09 September 2020 18:46that allows us to find the errors without scrolling through warnings.

here the patch (generated by 'git diff').

This seems a good idea. In addition, some of the warnings, generated out of the code of our interest, are unavoidable, so at least they could be at the end.

Subject: Re: [Featur+Patch]theide: list Errors first, then Warning after
Posted by [omari](#) on Thu, 10 Sep 2020 08:33:26 GMT
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Klugier wrote on Wed, 09 September 2020 18:51Hello omari,

You should fix both I encourage you to turn option on that treats warnings as errors. In this case uppsrc shouldn't produced any warnings. I hope we are on the good path to do it.

Of course we fix both, but fixing errors has a higher priority than warnings.

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here the patch (generated by 'git diff').

In either case, for now I am adding to redmine, I do not want any changes until next release.

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1 warning generated.

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koldo wrote on Mon, 14 September 2020 17:06 When reading this post I was thinking in these CLANG warnings that seem unavoidable. Warnings like this are the reason why I found this proposal interesting:

Why don't you just fix it? CLANG warns you that the case does not match... Basically, if you use something like

```
#include <core/core.h>
```

then this will work in Win32 (with warning), but will NOT work in POSIX....

Mirek

Subject: Re: [Featur+Patch]theide: list Errors first, then Warning after
Posted by [koldo](#) on Mon, 14 Sep 2020 19:50:59 GMT

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Sorry Mirek. Those warnings are generated inside Core .cpp files.
I was not worried because in the past this was not usually considered a priority.

File Attachments

1) [26.png](#), downloaded 859 times

File	Line	Message (76 warnings)
CLANGx64.Debug.Debug_Full/Core\$blitz.cpp	3	warning: non-portable path to file ""d\\Desarrollo\\upp
CLANGx64.Debug.Debug_Full/Core\$blitz.cpp	10	warning: non-portable path to file ""d\\Desarrollo\\upp
CLANGx64.Debug.Debug_Full/Core\$blitz.cpp	14	warning: non-portable path to file ""d\\Desarrollo\\upp
CLANGx64.Debug.Debug_Full/Core\$blitz.cpp	18	warning: non-portable path to file ""d\\Desarrollo\\upp
CLANGx64.Debug.Debug_Full/Core\$blitz.cpp	25	warning: non-portable path to file ""d\\Desarrollo\\upp
CLANGx64.Debug.Debug_Full/Core\$blitz.cpp	29	warning: non-portable path to file ""d\\Desarrollo\\upp
CLANGx64.Debug.Debug_Full/Core\$blitz.cpp	33	warning: non-portable path to file ""d\\Desarrollo\\upp
CLANGx64.Debug.Debug_Full/Core\$blitz.cpp	37	warning: non-portable path to file ""d\\Desarrollo\\upp
CLANGx64.Debug.Debug_Full/Core\$blitz.cpp	41	warning: non-portable path to file ""d\\Desarrollo\\upp
CLANGx64.Debug.Debug_Full/Core\$blitz.cpp	45	warning: non-portable path to file ""d\\Desarrollo\\upp
CLANGx64.Debug.Debug_Full/Core\$blitz.cpp	49	warning: non-portable path to file ""d\\Desarrollo\\upp
CLANGx64.Debug.Debug_Full/Core\$blitz.cpp	53	warning: non-portable path to file ""d\\Desarrollo\\upp
CLANGx64.Debug.Debug_Full/Core\$blitz.cpp	57	warning: non-portable path to file ""d\\Desarrollo\\upp
CLANGx64.Debug.Debug_Full/Core\$blitz.cpp	70	warning: non-portable path to file ""d\\Desarrollo\\upp
CLANGx64.Debug.Debug_Full/Core\$blitz.cpp	74	warning: non-portable path to file ""d\\Desarrollo\\upp
CLANGx64.Debug.Debug_Full/Core\$blitz.cpp	90	warning: non-portable path to file ""d\\Desarrollo\\upp
CLANGx64.Debug.Debug_Full/Core\$blitz.cpp	94	warning: non-portable path to file ""d\\Desarrollo\\upp
CLANGx64.Debug.Debug_Full/Core\$blitz.cpp	107	warning: non-portable path to file ""d\\Desarrollo\\upp
CLANGx64.Debug.Debug_Full/Core\$blitz.cpp	120	warning: non-portable path to file ""d\\Desarrollo\\upp
CLANGx64.Debug.Debug_Full/Core\$blitz.cpp	124	warning: non-portable path to file ""d\\Desarrollo\\upp
CLANGx64.Debug.Debug_Full/Core\$blitz.cpp	128	warning: non-portable path to file ""d\\Desarrollo\\upp
CLANGx64.Debug.Debug_Full/Core\$blitz.cpp	132	warning: non-portable path to file ""d\\Desarrollo\\upp
CLANGx64.Debug.Debug_Full/Core\$blitz.cpp	139	warning: non-portable path to file ""d\\Desarrollo\\upp
CLANGx64.Debug.Debug_Full/Core\$blitz.cpp	143	warning: non-portable path to file ""d\\Desarrollo\\upp

Subject: Re: [Featur+Patch]theide: list Errors first, then Warning after

Posted by [mirek](#) on Mon, 14 Sep 2020 20:47:18 GMT

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koldo wrote on Mon, 14 September 2020 21:50 Sorry Mirek. Those warnings are generated inside Core .cpp files.

I was not worried because in the past this was not usually considered a priority.

Because you have wrongly setup assembly. Been there... You need to fix the case IMO...

Mirek

Subject: Re: [Featur+Patch]theide: list Errors first, then Warning after

Posted by [koldo](#) on Tue, 15 Sep 2020 07:06:26 GMT

Excellent, fixed.

In my PC, in some .var files, in some cases, the path until /upp folder appeared in lower case, when the real path has letters in upper case.

Curiously, although the warning is devoted to protect Linux like OS, the same set of folders is compiled using a Linux virtual machine without warnings....

From now on I will report warnings in U++ sources.
