

---

Subject: 2025.1rc4

Posted by [mirek](#) on Fri, 07 Mar 2025 14:48:05 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

<https://sourceforge.net/projects/upp/upload/upp/2025.1rc4/>

---

---

Subject: Re: 2025.1rc4

Posted by [Novo](#) on Thu, 13 Mar 2025 03:42:47 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Crash with TheIDE on macOS 10.15.7 (Intel). Latest src.

```
$ /Users/xxx/dvlp/cpp/code/upp/out/CLANG.Blitz.Gui.Shared/ide.app/Contents/MacOS/ide
2025-03-12 23:29:48.923 ide[42704:1183943] -[NSCompositeAppearance
performAsCurrentDrawingAppearance:]: unrecognized selector sent to instance 0x7fd8a2414fb0
2025-03-12 23:29:48.924 ide[42704:1183943] *** Terminating app due to uncaught exception
'NSInvalidArgumentException', reason: '-[NSCompositeAppearance
performAsCurrentDrawingAppearance:]: unrecognized selector sent to instance 0x7fd8a2414fb0'
*** First throw call stack:
```

```
(
0 CoreFoundation          0x00007fff2e9b9a17 __exceptionPreprocess + 250
1 libobjc.A.dylib         0x00007fff674d7a9e objc_exception_throw + 48
2 CoreFoundation          0x00007fff2ea38e36 -[NSObject(NSObject) __retain_OA] + 0
3 CoreFoundation          0x00007fff2e91e190 _forwarding_ + 1427
4 CoreFoundation          0x00007fff2e91db68 _CF_forwarding_prep_0 + 120
5 ide                     0x00000001004eeb6a _Z12Coco_PaintChPviii + 106
6 ide                     0x00000001004cad94 _ZN3Upp7CocolmgENS_5ColorEiii + 148
7 ide                     0x00000001004c8e87 _ZN3Upp10ChHostSkinEv + 135
8 ide                     0x00000001008827ef _ZN3Upp4Ctrl6ReSkinEv + 159
9 ide                     0x00000001008bd4f7 _ZN3Upp8CocolnitEiPPKcS2_ + 519
10 ide                    0x0000000100228cbe main + 270
11 libdyld.dylib          0x00007fff68677cc9 start + 1
)
```

libc++abi.dylib: terminating with uncaught exception of type NSException

---

---

Subject: Re: 2025.1rc4

Posted by [mirek](#) on Fri, 14 Mar 2025 12:54:30 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Novo wrote on Thu, 13 March 2025 04:42Crash with TheIDE on macOS 10.15.7 (Intel). Latest src.

```
$ /Users/xxx/dvlp/cpp/code/upp/out/CLANG.Blitz.Gui.Shared/ide.app/Contents/MacOS/ide
2025-03-12 23:29:48.923 ide[42704:1183943] -[NSCompositeAppearance
```

performAsCurrentDrawingAppearance:]: unrecognized selector sent to instance 0x7fd8a2414fb0  
2025-03-12 23:29:48.924 ide[42704:1183943] \*\*\* Terminating app due to uncaught exception  
'NSInvalidArgumentException', reason: '-[NSCompositeAppearance  
performAsCurrentDrawingAppearance:]: unrecognized selector sent to instance 0x7fd8a2414fb0'  
\*\*\* First throw call stack:

```
(  
0 CoreFoundation          0x00007fff2e9b9a17 __exceptionPreprocess + 250  
1 libobjc.A.dylib         0x00007fff674d7a9e objc_exception_throw + 48  
2 CoreFoundation          0x00007fff2ea38e36 -[NSObject(NSObject) __retain_OA] + 0  
3 CoreFoundation          0x00007fff2e91e190 _forwarding_ + 1427  
4 CoreFoundation          0x00007fff2e91db68 _CF_forwarding_prep_0 + 120  
5 ide                     0x00000001004eeb6a _Z12Coco_PaintChPviii + 106  
6 ide                     0x00000001004cad94 _ZN3Upp7CocolmgENS_5ColorEiii + 148  
7 ide                     0x00000001004c8e87 _ZN3Upp10ChHostSkinEv + 135  
8 ide                     0x00000001008827ef _ZN3Upp4Ctrl6ReSkinEv + 159  
9 ide                     0x00000001008bd4f7 _ZN3Upp8CocolnitEiPPKcS2_ + 519  
10 ide                    0x0000000100228cbe main + 270  
11 libdyld.dylib          0x00007fff68677cc9 start + 1  
)
```

libc++abi.dylib: terminating with uncaught exception of type NSException

Works on M2 mac with Sonoma.. But I guess as this has something to do with selector in  
Coco\_ChPaint, I have tried this fix:

<https://github.com/ultimatepp/ultimatepp/commit/6cebecec4d7b0962668c5c90f04ed1a8229787dd>

Please let me know. If this does not help, it would be worth trying to revert the whole function pre  
12/2024 state just to check the reason.

---

Subject: Re: 2025.1rc4  
Posted by [Novo](#) on Sat, 15 Mar 2025 04:11:49 GMT  
[View Forum Message](#) <> [Reply to Message](#)

I'm sorry to say that but your fix didn't help. Latest src.

(lldb) bt

```
* thread #1, queue = 'com.apple.main-thread', stop reason = signal SIGABRT  
* frame #0: 0x00007fff687bf32a libsystem_kernel.dylib`__pthread_kill + 10  
frame #1: 0x00007fff6887fe60 libsystem_pthread.dylib`pthread_kill + 430  
frame #2: 0x00007fff68746808 libsystem_c.dylib`abort + 120  
frame #3: 0x00007fff659ab458 libc++abi.dylib`abort_message + 231  
frame #4: 0x00007fff6599c8bf libc++abi.dylib`demangling_terminate_handler() + 262  
frame #5: 0x00007fff674d9a57 libobjc.A.dylib`_objc_terminate() + 96  
frame #6: 0x00007fff659aa887 libc++abi.dylib`std::__terminate(void (*)()) + 8  
frame #7: 0x00007fff659ad1a2  
libc++abi.dylib`__cxxabiv1::failed_throw(__cxxabiv1::__cxa_exception*) + 27
```

```

frame #8: 0x00007fff659ad169 libc++abi.dylib`__cxa_throw + 113
frame #9: 0x00007fff674d7bcc libobjc.A.dylib`objc_exception_throw + 350
frame #10: 0x00007fff2ea38e36 CoreFoundation`-[NSObject(NSObject)
doesNotRecognizeSelector:] + 132
frame #11: 0x00007fff2e91e190 CoreFoundation`___forwarding___ + 1427
frame #12: 0x00007fff2e91db68 CoreFoundation`___forwarding_prep_0___ + 120
frame #13: 0x00000001004963fe ide`Coco_PaintCh(cgcontext=0x0000000102b13a10, type=7,
value=1, state=0) at ChCocoMM.mm:99:2
frame #14: 0x0000000100440367 ide`Upp::CocoImg(bg=(color = 1073741824), type=7,
value=1, state=0) at ChCoco.cpp:47:2
frame #15: 0x00000001004407ea ide`Upp::CocoColor(k=1, bg=(color = 1073741824)) at
ChCoco.cpp:69:18
frame #16: 0x000000010043e70e ide`Upp::ChHostSkin() at ChCoco.cpp:136:20
frame #17: 0x0000000100a2979f ide`Upp::Ctrl::ReSkin() at Ctrl.cpp:951:3
frame #18: 0x0000000100a29dc0 ide`Upp::Ctrl::SetUHDEnabled(set=true) at Ctrl.cpp:794:2
frame #19: 0x0000000100a6eb05 ide`Upp::CocoInit(argc=1, argv=0x00007ffeefbff568,
envptr=0x00007ffeefbff578) at CocoApp.mm:99:2
frame #20: 0x00000001000ee90c ide`main(argc=1, argv=0x00007ffeefbff568,
envptr=0x00007ffeefbff578) at main.cpp:178:1
frame #21: 0x00007fff68677cc9 libdyld.dylib`start + 1
frame #22: 0x00007fff68677cc9 libdyld.dylib`start + 1

```

This is what I've found: AppKit macOS 10.15.6 to 11.0 API Differences

[NSAppearance performAsCurrentDrawingAppearance:] was added in 11.0. It is not available in 10.15.

It would be great to be able to detect version of API at run time (or at compile time) and adapt code accordingly ...

Subject: Re: 2025.1rc4

Posted by [mirek](#) on Sat, 15 Mar 2025 07:57:05 GMT

[View Forum Message](#) <> [Reply to Message](#)

Novo wrote on Sat, 15 March 2025 05:11 I'm sorry to say that but your fix didn't help. Latest src. (lldb) bt

```

* thread #1, queue = 'com.apple.main-thread', stop reason = signal SIGABRT
* frame #0: 0x00007fff687bf32a libsystem_kernel.dylib`__pthread_kill + 10
frame #1: 0x00007fff6887fe60 libsystem_pthread.dylib`pthread_kill + 430
frame #2: 0x00007fff68746808 libsystem_c.dylib`abort + 120
frame #3: 0x00007fff659ab458 libc++abi.dylib`abort_message + 231
frame #4: 0x00007fff6599c8bf libc++abi.dylib`demangling_terminate_handler() + 262
frame #5: 0x00007fff674d9a57 libobjc.A.dylib`_objc_terminate() + 96
frame #6: 0x00007fff659aa887 libc++abi.dylib`std::__terminate(void (*)()) + 8
frame #7: 0x00007fff659ad1a2
libc++abi.dylib`__cxxabiv1::failed_throw(__cxxabiv1::__cxa_exception*) + 27
frame #8: 0x00007fff659ad169 libc++abi.dylib`__cxa_throw + 113
frame #9: 0x00007fff674d7bcc libobjc.A.dylib`objc_exception_throw + 350
frame #10: 0x00007fff2ea38e36 CoreFoundation`-[NSObject(NSObject)

```

```
doesNotRecognizeSelector:] + 132
  frame #11: 0x00007fff2e91e190 CoreFoundation`___forwarding___ + 1427
  frame #12: 0x00007fff2e91db68 CoreFoundation`__forwarding_prep_0___ + 120
  frame #13: 0x00000001004963fe ide`Coco_PaintCh(cgcontext=0x0000000102b13a10, type=7,
value=1, state=0) at ChCocoMM.mm:99:2
  frame #14: 0x0000000100440367 ide`Upp::CocoImg(bg=(color = 1073741824), type=7,
value=1, state=0) at ChCoco.cpp:47:2
  frame #15: 0x00000001004407ea ide`Upp::CocoColor(k=1, bg=(color = 1073741824)) at
ChCoco.cpp:69:18
  frame #16: 0x000000010043e70e ide`Upp::ChHostSkin() at ChCoco.cpp:136:20
  frame #17: 0x0000000100a2979f ide`Upp::Ctrl::ReSkin() at Ctrl.cpp:951:3
  frame #18: 0x0000000100a29dc0 ide`Upp::Ctrl::SetUHDEnabled(set=true) at Ctrl.cpp:794:2
  frame #19: 0x0000000100a6eb05 ide`Upp::CocoNit(argc=1, argv=0x00007ffeefbff568,
envptr=0x00007ffeefbff578) at CocoApp.mm:99:2
  frame #20: 0x00000001000ee90c ide`main(argc=1, argv=0x00007ffeefbff568,
envptr=0x00007ffeefbff578) at main.cpp:178:1
  frame #21: 0x00007fff68677cc9 libdyld.dylib`start + 1
  frame #22: 0x00007fff68677cc9 libdyld.dylib`start + 1
```

This is what I've found: AppKit macOS 10.15.6 to 11.0 API Differences  
[NSAppearance performAsCurrentDrawingAppearance:] was added in 11.0. It is not available in 10.15.

It would be great to be able to detect version of API at run time (or at compile time) and adapt code accordingly ...

Ah, stupid me, I missed that you are testing on old macos (10.15 vs 15.xx).

This should help:

<https://github.com/ultimatepp/ultimatepp/commit/d58a5e54abf93f56da44e4b987a17f52a46b2ba9>

---

---

Subject: Re: 2025.1rc4

Posted by [Novo](#) on Sat, 15 Mar 2025 15:20:27 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

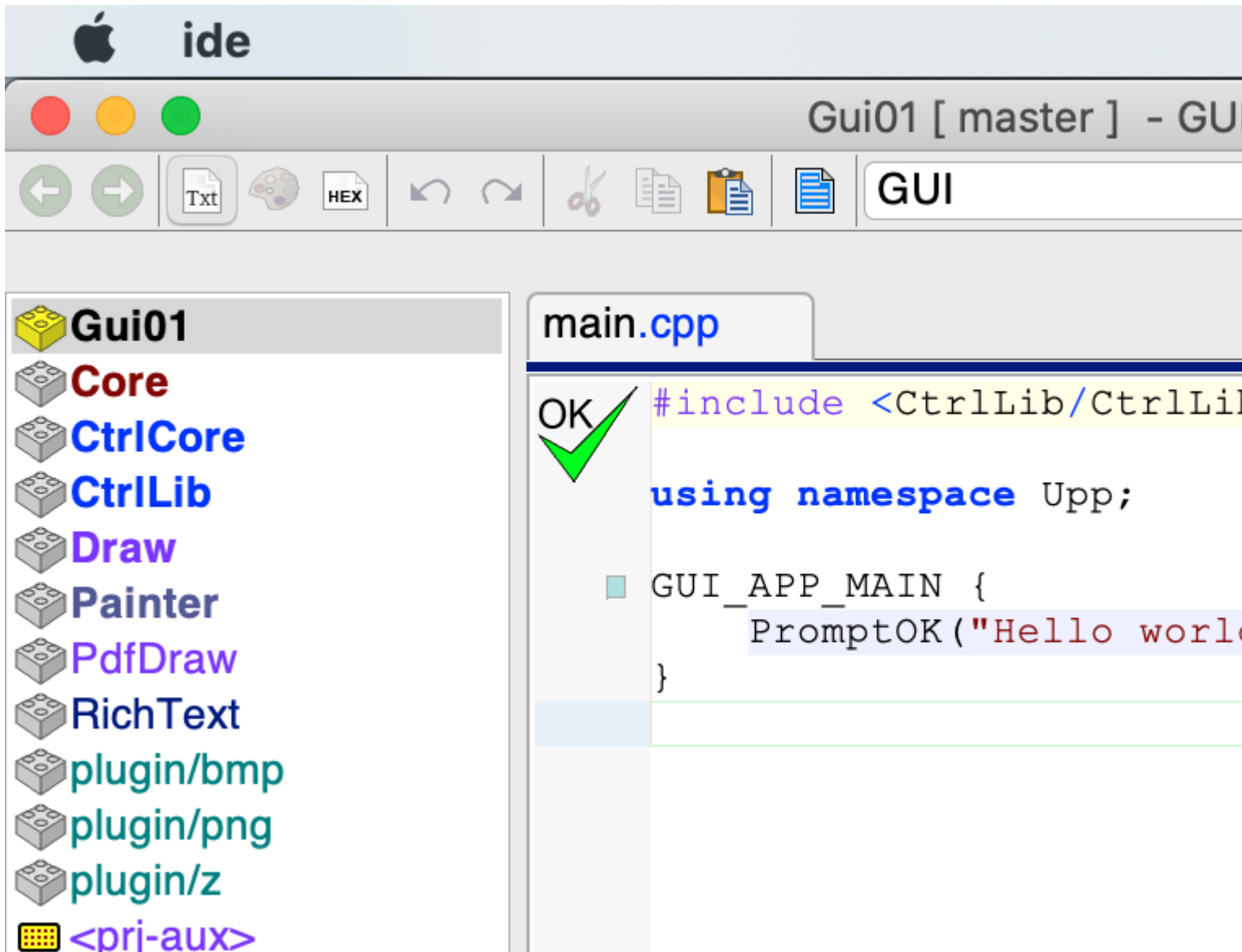
Thanks. Exception is gone. Application menu is gone as well. It works, but it is invisible.

MacOS 15.3.1 is fine. It works and menu is visible.

### File Attachments

---

1) [Screen Shot 2025-03-15 at 11.15.58 AM.png](#), downloaded 640 times



---

Subject: Re: 2025.1rc4

Posted by [Novo](#) on Sat, 15 Mar 2025 15:44:39 GMT

[View Forum Message](#) <> [Reply to Message](#)

Another problem with MacOS is that TheIDE launches gdb on F5. It is supposed to be lldb ...

---

Subject: Re: 2025.1rc4

Posted by [mirek](#) on Sun, 16 Mar 2025 08:37:30 GMT

[View Forum Message](#) <> [Reply to Message](#)

Novo wrote on Sat, 15 March 2025 16:20 Thanks. Exception is gone. Application menu is gone as well. It works, but it is invisible.

MacOS 15.3.1 is fine. It works and menu is visible.

Well, I have added "flicker prevention" for the main menu, I guess it might be the cause. Can you try with

```
void CocoMenuBar::Set(Event<Bar&> bar)
{
    if(lock) return;
    lock++;
    [cocomenu removeAllItems];
    bar(*this);
    lock--;
}
```

(I do not see any obvious reason now why it should not work, but at least this might narrow it down).

---

---

Subject: Re: 2025.1rc4

Posted by [Novo](#) on Sun, 16 Mar 2025 22:05:40 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

mirek wrote on Sun, 16 March 2025 04:37

Well, I have added "flicker prevention" for the main menu, I guess it might be the cause. Can you try with

```
void CocoMenuBar::Set(Event<Bar&> bar)
{
    if(lock) return;
    lock++;
    [cocomenu removeAllItems];
    bar(*this);
    lock--;
}
```

(I do not see any obvious reason now why it should not work, but at least this might narrow it down).

With this implementation of CocoMenuBar::Set menu works fine.

---

---

Subject: Re: 2025.1rc4

---

Posted by [mirek](#) on Mon, 17 Mar 2025 08:11:32 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Novo wrote on Sun, 16 March 2025 23:05mirek wrote on Sun, 16 March 2025 04:37  
Well, I have added "flicker prevention" for the main menu, I guess it might be the cause. Can you try with

```
void CocoMenuBar::Set(Event<Bar&> bar)
{
    if(lock) return;
    lock++;
    [cocomenu removeAllItems];
    bar(*this);
    lock--;
}
```

(I do not see any obvious reason now why it should not work, but at least this might narrow it down).

With this implementation of CocoMenuBar::Set menu works fine.

But it flickers... So I guess we should make it work with current code.

Anyway, after staring to the code for 40 minutes, I still cannot see the reason. So I have added some most likely possible fix, can you test please with master?

If that does not help, I would welcome adding some LOGs/DUMPs in some places...

---

---

Subject: Re: 2025.1rc4

Posted by [Novo](#) on Mon, 17 Mar 2025 15:19:11 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

mirek wrote on Mon, 17 March 2025 04:11

But it flickers... So I guess we should make it work with current code.

Anyway, after staring to the code for 40 minutes, I still cannot see the reason. So I have added some most likely possible fix, can you test please with master?

If that does not help, I would welcome adding some LOGs/DUMPs in some places...

Menu is gone again ...

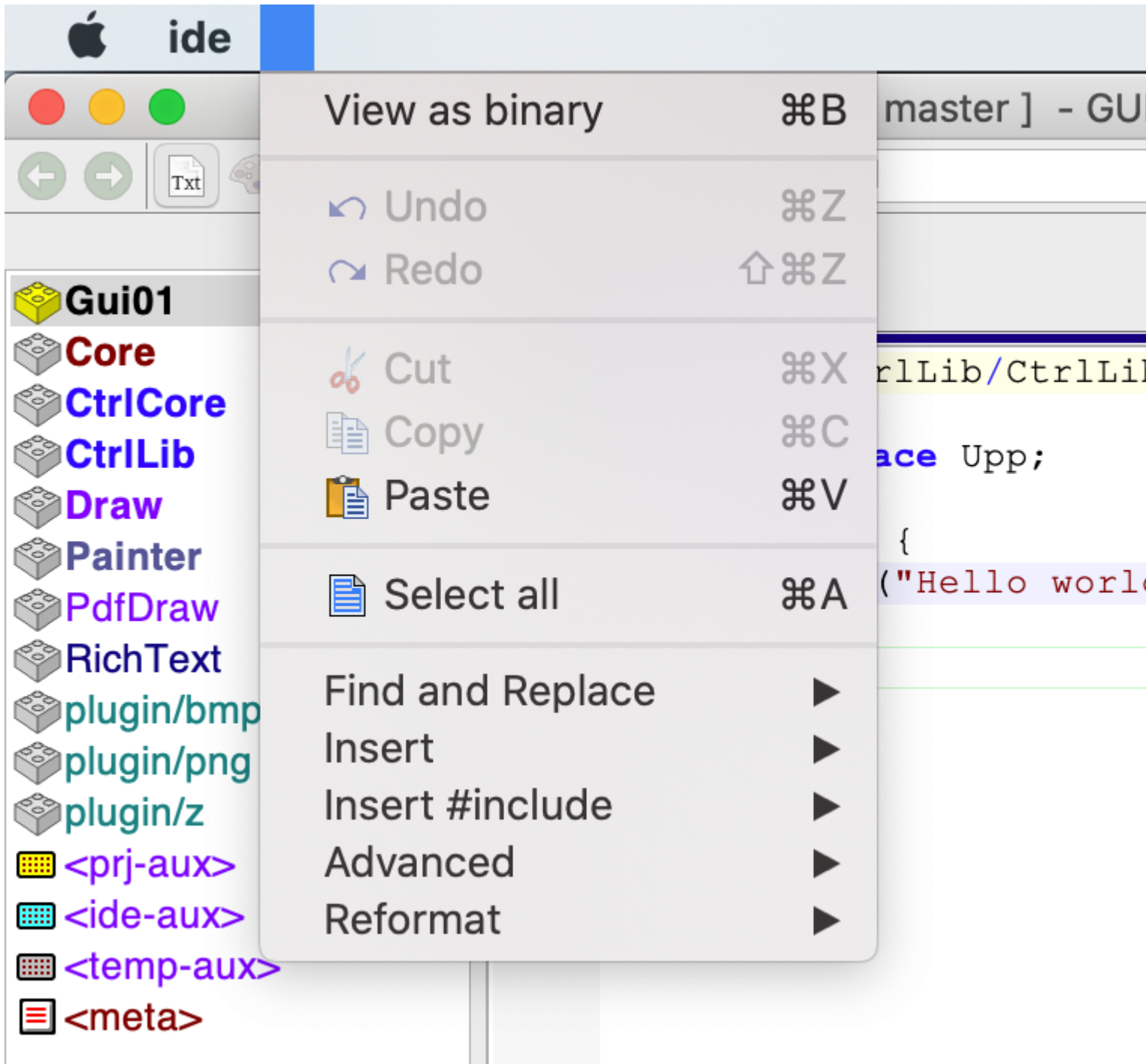
Where would you like to add LOGs/DUMPs?

---

## File Attachments

1) [Screen Shot 2025-03-17.01.png](#), downloaded 556 times

---



---

Subject: Re: 2025.1rc4

Posted by [mirek](#) on Mon, 17 Mar 2025 19:18:10 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Novo wrote on Mon, 17 March 2025 16:19mirek wrote on Mon, 17 March 2025 04:11

But it flickers... So I guess we should make it work with current code.

Anyway, after staring to the code for 40 minutes, I still cannot see the reason. So I have added some most likely possible fix, can you test please with master?

If that does not help, I would welcome adding some LOGs/DUMPs in some places...

Menu is gone again ...

Where would you like to add LOGs/DUMPs?

Wait a moment: Does it mean that what is missing is texts? I mean, that submenus are under "spaces"?

Mirek

---

---

Subject: Re: 2025.1rc4

Posted by [Novo](#) on Mon, 17 Mar 2025 21:53:40 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

mirek wrote on Mon, 17 March 2025 15:18 Wait a moment: Does it mean that what is missing is texts? I mean, that submenus are under "spaces"?

Mirek

That is correct. As I wrote previously: "It works, but it is invisible.". Probably, I should've described the problem in more details.

---

---

Subject: Re: 2025.1rc4

Posted by [mirek](#) on Mon, 17 Mar 2025 22:51:08 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

OK, please try this

```
CocoMenuBar::Item& CocoMenuBar::Item::Text(const char *text)
{
    DLOG("====");
    DDUMP(bar->just_check);
    String txt = text;
    if(bar->just_check) {
        if(txt != this->text)
            bar->is_same = false;
        DDUMP(bar->is_same);
        return *this;
    }
    this->text = txt;
    String h;
    DDUMP(text);
}
```

```
while(*text) {
  if(*text == '&') {
    text++;
    if(*text == '&') {
      h.Cat('&');
      text++;
    }
  }
  else
    h.Cat(*text++);
}
DDUMP(h);
DDUMP(~submenu);
NSString *s = [NSString stringWithUTF8String:~h];
nsitem.title = s;
if(submenu)
  submenu->cocomenu.title = s;
return *this;
}
```

Thank you!

---

---

Subject: Re: 2025.1rc4  
Posted by [Novo](#) on Tue, 18 Mar 2025 00:22:06 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

mirek wrote on Mon, 17 March 2025 18:51OK, please try this

I checked this with macOS 10.15. It didn't help.  
Another weird thing: ide doesn't create a log file ... I ran a debug version ...

---

---

Subject: Re: 2025.1rc4  
Posted by [Novo](#) on Tue, 18 Mar 2025 03:52:09 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Another problem with TheIDE (detected on macOS 10.15 but it should be present on all platforms).

Steps to reproduce:

- 1) Launch a debug version of TheIDE (because it is slower).
- 2) Open a tutorial/Gui01 project and close it immediately before clangd finishes its job.
- 3) Launch a debug version of TheIDE again.
- 4) Open the tutorial/Gui01 project again.
- 5) Observe hanging TheIDE.

It looks like TheIDE stores intermediate data during clangd initialization.  
If you quit TheIDE before clangd finishes its job this data gets broken.

---

---

Subject: Re: 2025.1rc4  
Posted by [mirek](#) on Tue, 18 Mar 2025 10:21:49 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Novo wrote on Tue, 18 March 2025 04:52 Another problem with TheIDE (detected on macOS 10.15 but it should be present on all platforms).

Steps to reproduce:

- 1) Launch a debug version of TheIDE (because it is slower).
- 2) Open a tutorial/Gui01 project and close it immediately before clangd finishes its job.
- 3) Launch a debug version of TheIDE again.
- 4) Open the tutorial/Gui01 project again.
- 5) Observe hanging TheIDE.

It looks like TheIDE stores intermediate data during clangd initialization.  
If you quit TheIDE before clangd finishes its job this data gets broken.

I do not observe any of these ill effects...

.log not working is really strange and I guess it is where we should start for now. It is just using POSIX filesystem right?

Does very simple app with single SaveFile(...) work? (Like does it save the data?)

Can you test .log with something trivial like `CONSOLE_APP_MAIN {}` ?

Also, quote likely culprit: The position of .log file in POSIX system has changed. Are you trying with latest ide? (so that theide knows where to look for it?) Maybe it gets generated, just Alt-L in theide does not know where to look for it?

```
GetFileFolder(GetUserConfigDir()) + "/.local/state/" + GetConfigGroup() + "/log/" + GetAppName()
```

```
~/local/state/u++/log/...
```

---

---

Subject: Re: 2025.1rc4  
Posted by [Klugier](#) on Tue, 18 Mar 2025 18:26:39 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Hello,

I would like to jump to the discussion. Do we want to support macOS 10.15, if it is currently not supported by Apple? The support for this OS ended on 12 Sep 2022, which is 2 and the half years

ago. For me, we should focus only on macOS that is currently supported by the Apple. We don't have enough manpower for that. Also, Intel CPU's are supported on the latest version of macOS, which is macOS Sequoia (15.0). So, we will do not drop architecture, but only unsupported versions.

BTW, There is a compilation issue on our pipelines. We should focus to fix this issue...

Sources:

- <https://endoflife.date/macos>

Klugier

---

---

Subject: Re: 2025.1rc4

Posted by [Novo](#) on Tue, 18 Mar 2025 21:24:47 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

mirek wrote on Tue, 18 March 2025 06:21

~/.local/state/u++/log/...

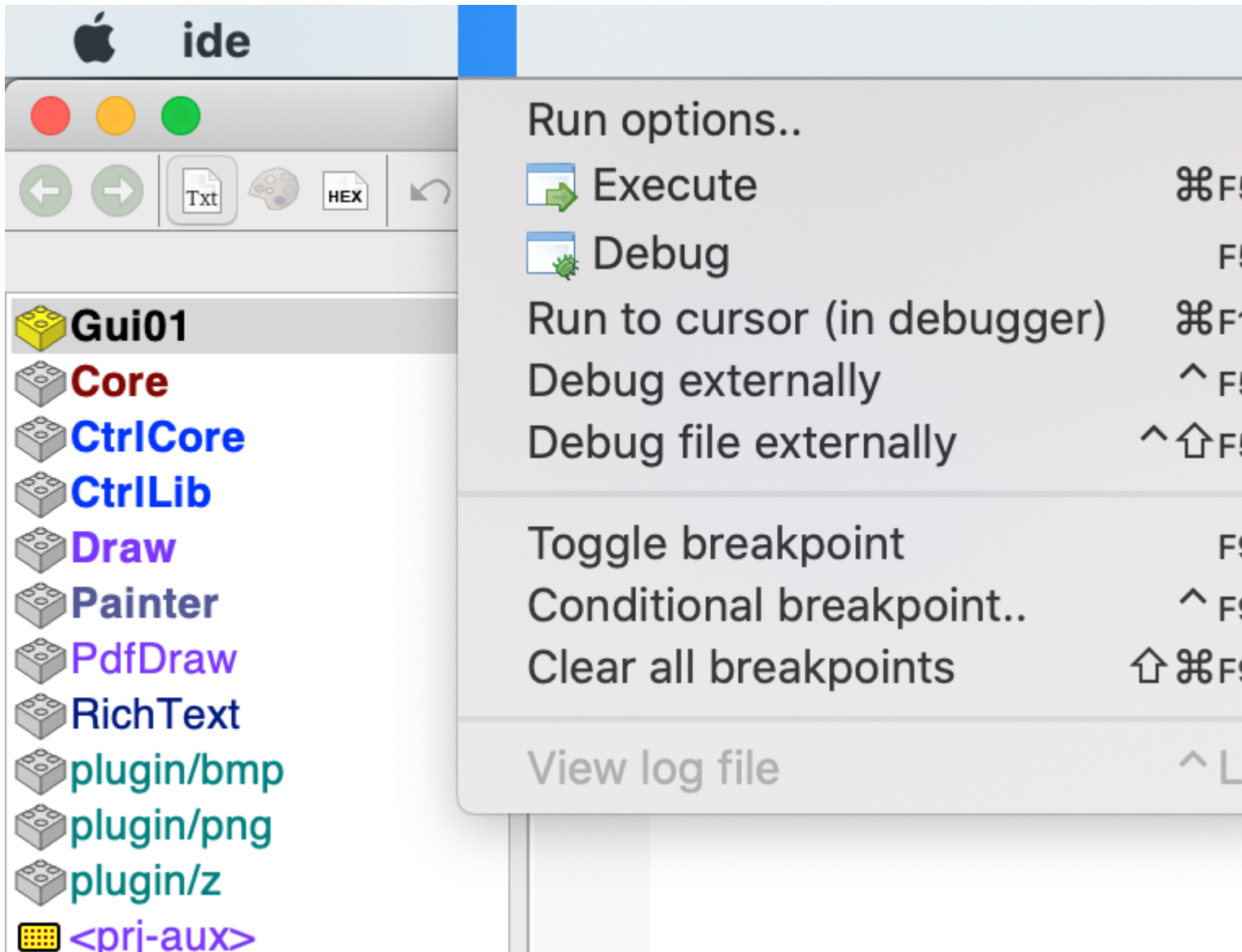
This is how it looks in GUI ...

It turned out that a log-file is created, but it is located in [root of .config]/.local/state/u++/log/...

And TheIDE looks for a log file in a fixed place and ignores GetFileFolder(GetUserConfigDir()) ...

### File Attachments

1) [Screen Shot 2025-03-18 at 5.12.28 PM.png](#), downloaded 672 times



---

Subject: Re: 2025.1rc4

Posted by [Novo](#) on Tue, 18 Mar 2025 21:26:56 GMT

[View Forum Message](#) <> [Reply to Message](#)

This is a log file with your version of CocoMenuBar::Item::Text ...

#### File Attachments

1) [ide.log](#), downloaded 153 times

---

Subject: Re: 2025.1rc4

Posted by [Novo](#) on Tue, 18 Mar 2025 22:00:44 GMT

[View Forum Message](#) <> [Reply to Message](#)

mirek wrote on Tue, 18 March 2025 06:21

I do not observe any of these ill effects...

It is reproducible in my case. Sometimes I need to call TheIDE several times till it freezes.

---

---

Subject: Re: 2025.1rc4

Posted by [Novo](#) on Tue, 18 Mar 2025 23:09:47 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Klugier wrote on Tue, 18 March 2025 14:26Hello,

I would like to jump to the discussion. Do we want to support macOS 10.15, if it is currently not supported by Apple? The support for this OS ended on 12 Sep 2022, which is 2 and the half years ago. For me, we should focus only on macOS that is currently supported by the Apple. We don't have enough manpower for that. Also, Intel CPU's are supported on the latest version of macOS, which is macOS Sequoia (15.0). So, we will do not drop architecture, but only unsupported versions.

BTW, There is a compilation issue on our pipelines. We should focus to fix this issue...

Sources:

- <https://endoflife.date/macos>

Klugier

Well, a lot of people (including me) use old hardware. I even bought a server rack to put all my old servers into it

Used professional hardware is very good and cheap

I bought a brand new iMac for my wife. It broke in five years. I bought another brand new iMac. It broke in five years as well. After that I decided not to waste my money on Apple's hardware and bought an old iMac off ebay for a tiny fraction of price of a new one. I also bought a spare one because I didn't expect the first one to last for very long. Interestingly, the first one still works and it runs macOS 10.13

And I have an old MacBook Pro which runs macOS 10.15. I do not need anything better than this MacBook. It has 16GB of RAM and runs photo processing software I use Well, I also have a spare iMac which I bought for my wife

So, support of the old hardware is important.

I also thinking about using of U++ for IoT projects. These days C++ became new assembler

---

---

Subject: Re: 2025.1rc4

Posted by [mirek](#) on Wed, 19 Mar 2025 09:02:09 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Klugier wrote on Tue, 18 March 2025 19:26Hello,

I would like to jump to the discussion. Do we want to support macOS 10.15, if it is currently not supported by Apple? The support for this OS ended on 12 Sep 2022, which is 2 and the half years ago. For me, we should focus only on macOS that is currently supported by the Apple. We don't have enough manpower for that. Also, Intel CPU's are supported on the latest version of macOS, which is macOS Sequoia (15.0). So, we will do not drop architecture, but only unsupported versions.

BTW, There is a compilation issue on our pipelines. We should focus to fix this issue...

Sources:

- <https://endoflife.date/macos>

Klugier

It is true, however I think it is wise to pursue this, at least for the "hidden menu issue", as there is no obvious reason for it not to work and so it can be a hidden bug (that would strike back later in some corner case).

---

Subject: Re: 2025.1rc4

Posted by [mirek](#) on Wed, 19 Mar 2025 09:39:13 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Novo wrote on Tue, 18 March 2025 22:24mirek wrote on Tue, 18 March 2025 06:21

~/.local/state/u++/log/...

This is how it looks in GUI ...

It turned out that a log-file is created, but it is located in [root of .config]/.local/state/u++/log/...

And TheIDE looks for a log file in a fixed place and ignores GetFileFolder(GetUserConfigDir()) ...

Well, it appears you might have active "sandboxing feature" (that is, you have .config in some dir that is parent of executable dir and is not ~/.config). Which is something that was not accounted for in TheIDE. Tried to fix it...

[https://github.com/ultimatepp/ultimatepp/commit/4c6c1d701c77\\_d3622c51767e39c2f7cf754a1cf6](https://github.com/ultimatepp/ultimatepp/commit/4c6c1d701c77_d3622c51767e39c2f7cf754a1cf6)

---

Subject: Re: 2025.1rc4

Posted by [mirek](#) on Wed, 19 Mar 2025 09:59:22 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Novo wrote on Mon, 17 March 2025 22:53mirek wrote on Mon, 17 March 2025 15:18Wait a moment: Does it mean that what is missing is texts? I mean, that submenus are under "spaces"?

Mirek

That is correct. As I wrote previously: "It works, but it is invisible.". Probably, I should've described the problem in more details.

OK, .log ruled out some issues, so I have tried to fix something else:

<https://github.com/ultimatepp/ultimatepp/commit/2c64e6cb50a05dba0eae893c3985ee139a7fd25d>

Please check.

---

---

Subject: Re: 2025.1rc4  
Posted by [Novo](#) on Wed, 19 Mar 2025 17:39:04 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

mirek wrote on Wed, 19 March 2025 05:59 Please check.  
Menu works. Viewing of log-files with TheIDE works. TheIDE doesn't seem to hang anymore.

Thank you!

---

---

Subject: Re: 2025.1rc4  
Posted by [mirek](#) on Wed, 19 Mar 2025 19:38:08 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Novo wrote on Wed, 19 March 2025 18:39 mirek wrote on Wed, 19 March 2025 05:59 Please check.  
Menu works. Viewing of log-files with TheIDE works. TheIDE doesn't seem to hang anymore.

Thank you!

Thats a good news! Thanks for testing and patience.

---

---

Subject: Re: 2025.1rc4  
Posted by [Novo](#) on Thu, 20 Mar 2025 04:47:20 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

I checked TheIDE with valgrind (debug version of TheIDE + open the ide package). A result is attached.  
I ran valgrind three times and each time result was different.  
This doesn't look good to me. I doubt that this is a problem with clangd itself.

### File Attachments

---

1) [valgrind2.log](#), downloaded 160 times

---

Subject: Re: 2025.1rc4

Posted by [Novo](#) on Thu, 20 Mar 2025 05:17:19 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Interestingly, I tried to compile TheIDE with a USEMALLOC flag and got a result below.

Linking...

```
/bin/x86_64-unknown-linux-gnu-ld:
```

```
/home/xxx/dvlp/cpp/code/upp/out/Core/SSL/CLANGcpp17um.Debug.Debug_Full.Gui.Shared/Util.
```

```
o: in function `__cxx_global_var_init':
```

```
/home/xxx/dvlp/cpp/code/upp/git/uppsrc/Core/Core.h:426:(.text.startup+0xc): undefined reference to `MemDiagCls::MemDiagCls()'
```

```
/bin/x86_64-unknown-linux-gnu-ld:
```

```
/home/xxx/dvlp/cpp/code/upp/out/Core/SSL/CLANGcpp17um.Debug.Debug_Full.Gui.Shared/Util.
```

```
o: in function `__cxx_global_var_init':
```

```
/home/xxx/dvlp/cpp/code/upp/git/uppsrc/Core/SSL/Util.cpp:(.text.startup+0x13): undefined reference to `MemDiagCls::~~MemDiagCls()'
```

...

---

Subject: Re: 2025.1rc4

Posted by [mirek](#) on Thu, 20 Mar 2025 07:58:55 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Novo wrote on Thu, 20 March 2025 06:17 Interestingly, I tried to compile TheIDE with a USEMALLOC flag and got a result below.

Linking...

```
/bin/x86_64-unknown-linux-gnu-ld:
```

```
/home/xxx/dvlp/cpp/code/upp/out/Core/SSL/CLANGcpp17um.Debug.Debug_Full.Gui.Shared/Util.
```

```
o: in function `__cxx_global_var_init':
```

```
/home/xxx/dvlp/cpp/code/upp/git/uppsrc/Core/Core.h:426:(.text.startup+0xc): undefined reference to `MemDiagCls::MemDiagCls()'
```

```
/bin/x86_64-unknown-linux-gnu-ld:
```

```
/home/xxx/dvlp/cpp/code/upp/out/Core/SSL/CLANGcpp17um.Debug.Debug_Full.Gui.Shared/Util.
```

```
o: in function `__cxx_global_var_init':
```

```
/home/xxx/dvlp/cpp/code/upp/git/uppsrc/Core/SSL/Util.cpp:(.text.startup+0x13): undefined reference to `MemDiagCls::~~MemDiagCls()'
```

...

There was a related bug in util.cpp, but not this one...

Anyway, after fixing it, I have checked on all 3 platforms. So I guess please retry with master.

---

Subject: Re: 2025.1rc4

Posted by [mirek](#) on Thu, 20 Mar 2025 08:17:24 GMT



Subject: Re: 2025.1rc4

Posted by [Novo](#) on Thu, 20 Mar 2025 16:20:05 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

mirek wrote on Thu, 20 March 2025 04:17

Checked our code, I do not see anything wrong with it...

In such case this is a problem with clangd

I tried to double-check that with CLANG sanitizers but bumped into a problem with USEMALLOC

...

---

Subject: Re: 2025.1rc4

Posted by [Novo](#) on Thu, 20 Mar 2025 16:23:17 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

mirek wrote on Thu, 20 March 2025 03:58 Anyway, after fixing it, I have checked on all 3 platforms. So I guess please retry with master.

Below is what I'm getting now.

Linking...

/bin/x86\_64-unknown-linux-gnu-ld:

/home/xxx/dvlp/cpp/code/upp/out/Core/SSL/CLANGcpp17um.Debug.Debug\_Full.Gui.Shared/Util.o: in function `\_\_cxx\_global\_var\_init':

/home/xxx/dvlp/cpp/code/upp/git/uppsrc/Core/Core.h:426:(.text.startup+0xc): undefined reference to `MemDiagCls::MemDiagCls()'

/bin/x86\_64-unknown-linux-gnu-ld:

/home/xxx/dvlp/cpp/code/upp/out/Core/SSL/CLANGcpp17um.Debug.Debug\_Full.Gui.Shared/Util.o: in function `\_\_cxx\_global\_var\_init':

/home/xxx/dvlp/cpp/code/upp/git/uppsrc/Core/SSL/Util.cpp:(.text.startup+0x13): undefined reference to `MemDiagCls::~~MemDiagCls()'

/bin/x86\_64-unknown-linux-gnu-ld:

/home/xxx/dvlp/cpp/code/upp/out/Core/SSL/CLANGcpp17um.Debug.Debug\_Full.Gui.Shared/InitExit.o: in function `Upp::SslFree(void\*, char const\*, int)':

/home/xxx/dvlp/cpp/code/upp/git/uppsrc/Core/SSL/InitExit.cpp:41:(.text+0x3d7): undefined reference to `Upp::GetMemoryBlockSize(void\*)'

/bin/x86\_64-unknown-linux-gnu-ld:

/home/xxx/dvlp/cpp/code/upp/out/Core/SSL/CLANGcpp17um.Debug.Debug\_Full.Gui.Shared/InitExit.o: in function `\_\_cxx\_global\_var\_init':

/home/xxx/dvlp/cpp/code/upp/git/uppsrc/Core/Core.h:426:(.text.startup+0xc): undefined reference to `MemDiagCls::MemDiagCls()'

/bin/x86\_64-unknown-linux-gnu-ld:

/home/xxx/dvlp/cpp/code/upp/out/Core/SSL/CLANGcpp17um.Debug.Debug\_Full.Gui.Shared/InitExit.o: in function `\_\_cxx\_global\_var\_init':

/home/xxx/dvlp/cpp/code/upp/git/uppsrc/Core/SSL/InitExit.cpp:(.text.startup+0x13): undefined reference to `MemDiagCls::~~MemDiagCls()'

/bin/x86\_64-unknown-linux-gnu-ld:

/home/xxx/dvlp/cpp/code/upp/out/Core/SSL/CLANGcpp17um.Debug.Debug\_Full.Gui.Shared/Socket.o: in function `\_\_cxx\_global\_var\_init':

```
/home/xxx/dvlp/cpp/code/upp/git/uppsrc/Core/Core.h:426:(.text.startup+0xc): undefined reference
to `MemDiagCls::MemDiagCls()'
/bin/x86_64-unknown-linux-gnu-ld:
/home/xxx/dvlp/cpp/code/upp/out/Core/SSL/CLANGcpp17um.Debug.Debug_Full.Gui.Shared/Soc
ket.o: in function `__cxx_global_var_init':
/home/xxx/dvlp/cpp/code/upp/git/uppsrc/Core/SSL/Socket.cpp:(.text.startup+0x13): undefined
reference to `MemDiagCls::~~MemDiagCls()'
/bin/x86_64-unknown-linux-gnu-ld:
/home/xxx/dvlp/cpp/code/upp/out/Core/SSL/CLANGcpp17um.Debug.Debug_Full.Gui.Shared/P7S
.o: in function `__cxx_global_var_init':
/home/xxx/dvlp/cpp/code/upp/git/uppsrc/Core/Core.h:426:(.text.startup+0xc): undefined reference
to `MemDiagCls::MemDiagCls()'
/bin/x86_64-unknown-linux-gnu-ld:
/home/xxx/dvlp/cpp/code/upp/out/Core/SSL/CLANGcpp17um.Debug.Debug_Full.Gui.Shared/P7S
.o: in function `__cxx_global_var_init':
/home/xxx/dvlp/cpp/code/upp/git/uppsrc/Core/SSL/P7S.cpp:(.text.startup+0x13): undefined
reference to `MemDiagCls::~~MemDiagCls()'
/bin/x86_64-unknown-linux-gnu-ld:
/home/xxx/dvlp/cpp/code/upp/out/Core/SSL/CLANGcpp17um.Debug.Debug_Full.Gui.Shared/SSL
.icpp.o: in function `__cxx_global_var_init':
/home/xxx/dvlp/cpp/code/upp/git/uppsrc/Core/Core.h:426:(.text.startup+0xc): undefined reference
to `MemDiagCls::MemDiagCls()'
/bin/x86_64-unknown-linux-gnu-ld:
/home/xxx/dvlp/cpp/code/upp/out/Core/SSL/CLANGcpp17um.Debug.Debug_Full.Gui.Shared/SSL
.icpp.o: in function `__cxx_global_var_init':
/home/xxx/dvlp/cpp/code/upp/git/uppsrc/Core/SSL/SSL.icpp:(.text.startup+0x13): undefined
reference to `MemDiagCls::~~MemDiagCls()'
clang++: error: linker command failed with exit code 1 (use -v to see invocation)
```

---

Subject: Re: 2025.1rc4

Posted by [mirek](#) on Thu, 20 Mar 2025 22:10:37 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Novo wrote on Thu, 20 March 2025 17:23mirek wrote on Thu, 20 March 2025 03:58Anyway, after fixing it, I have checked on all 3 platforms. So I guess please retry with master.

Below is what I'm getting now.

Linking...

```
/bin/x86_64-unknown-linux-gnu-ld:
/home/xxx/dvlp/cpp/code/upp/out/Core/SSL/CLANGcpp17um.Debug.Debug_Full.Gui.Shared/Util.
o: in function `__cxx_global_var_init':
/home/xxx/dvlp/cpp/code/upp/git/uppsrc/Core/Core.h:426:(.text.startup+0xc): undefined reference
to `MemDiagCls::MemDiagCls()'
/bin/x86_64-unknown-linux-gnu-ld:
/home/xxx/dvlp/cpp/code/upp/out/Core/SSL/CLANGcpp17um.Debug.Debug_Full.Gui.Shared/Util.
o: in function `__cxx_global_var_init':
/home/xxx/dvlp/cpp/code/upp/git/uppsrc/Core/SSL/Util.cpp:(.text.startup+0x13): undefined
```

```
reference to `MemDiagCls::~MemDiagCls()'
/bin/x86_64-unknown-linux-gnu-ld:
/home/xxx/dvlp/cpp/code/upp/out/Core/SSL/CLANGcpp17um.Debug.Debug_Full.Gui.Shared/InitExit.o: in function `Upp::SslFree(void*, char const*, int)':
/home/xxx/dvlp/cpp/code/upp/git/uppsrc/Core/SSL/InitExit.cpp:41:(.text+0x3d7): undefined
reference to `Upp::GetMemoryBlockSize(void*)'
/bin/x86_64-unknown-linux-gnu-ld:
/home/xxx/dvlp/cpp/code/upp/out/Core/SSL/CLANGcpp17um.Debug.Debug_Full.Gui.Shared/InitExit.o: in function `__cxx_global_var_init':
/home/xxx/dvlp/cpp/code/upp/git/uppsrc/Core/Core.h:426:(.text.startup+0xc): undefined reference
to `MemDiagCls::MemDiagCls()'
/bin/x86_64-unknown-linux-gnu-ld:
/home/xxx/dvlp/cpp/code/upp/out/Core/SSL/CLANGcpp17um.Debug.Debug_Full.Gui.Shared/InitExit.o: in function `__cxx_global_var_init':
/home/xxx/dvlp/cpp/code/upp/git/uppsrc/Core/SSL/InitExit.cpp:(.text.startup+0x13): undefined
reference to `MemDiagCls::~MemDiagCls()'
/bin/x86_64-unknown-linux-gnu-ld:
/home/xxx/dvlp/cpp/code/upp/out/Core/SSL/CLANGcpp17um.Debug.Debug_Full.Gui.Shared/Socket.o: in function `__cxx_global_var_init':
/home/xxx/dvlp/cpp/code/upp/git/uppsrc/Core/Core.h:426:(.text.startup+0xc): undefined reference
to `MemDiagCls::MemDiagCls()'
/bin/x86_64-unknown-linux-gnu-ld:
/home/xxx/dvlp/cpp/code/upp/out/Core/SSL/CLANGcpp17um.Debug.Debug_Full.Gui.Shared/Socket.o: in function `__cxx_global_var_init':
/home/xxx/dvlp/cpp/code/upp/git/uppsrc/Core/SSL/Socket.cpp:(.text.startup+0x13): undefined
reference to `MemDiagCls::~MemDiagCls()'
/bin/x86_64-unknown-linux-gnu-ld:
/home/xxx/dvlp/cpp/code/upp/out/Core/SSL/CLANGcpp17um.Debug.Debug_Full.Gui.Shared/P7S.o: in function `__cxx_global_var_init':
/home/xxx/dvlp/cpp/code/upp/git/uppsrc/Core/Core.h:426:(.text.startup+0xc): undefined reference
to `MemDiagCls::MemDiagCls()'
/bin/x86_64-unknown-linux-gnu-ld:
/home/xxx/dvlp/cpp/code/upp/out/Core/SSL/CLANGcpp17um.Debug.Debug_Full.Gui.Shared/P7S.o: in function `__cxx_global_var_init':
/home/xxx/dvlp/cpp/code/upp/git/uppsrc/Core/SSL/P7S.cpp:(.text.startup+0x13): undefined
reference to `MemDiagCls::~MemDiagCls()'
/bin/x86_64-unknown-linux-gnu-ld:
/home/xxx/dvlp/cpp/code/upp/out/Core/SSL/CLANGcpp17um.Debug.Debug_Full.Gui.Shared/SSL.icpp.o: in function `__cxx_global_var_init':
/home/xxx/dvlp/cpp/code/upp/git/uppsrc/Core/Core.h:426:(.text.startup+0xc): undefined reference
to `MemDiagCls::MemDiagCls()'
/bin/x86_64-unknown-linux-gnu-ld:
/home/xxx/dvlp/cpp/code/upp/out/Core/SSL/CLANGcpp17um.Debug.Debug_Full.Gui.Shared/SSL.icpp.o: in function `__cxx_global_var_init':
/home/xxx/dvlp/cpp/code/upp/git/uppsrc/Core/SSL/SSL.icpp:(.text.startup+0x13): undefined
reference to `MemDiagCls::~MemDiagCls()'
clang++: error: linker command failed with exit code 1 (use -v to see invocation)
```

There must be some difference. What exactly is the host / build method / settings?

---

---

Subject: Re: 2025.1rc4

Posted by [Novo](#) on Fri, 21 Mar 2025 01:39:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

mirek wrote on Thu, 20 March 2025 18:10

There must be some difference. What exactly is the host / build method / settings?

Host: Void Linux glibc (this is a rolling distro). Clang v17.0.6.

Build method: attached

Build command: `umk uppsrc ide CLANGcpp17um -busa`

umk version: 17795

This build method was made long time ago, but it looks OK to me.

#### File Attachments

1) [CLANGcpp17um.bm](#), downloaded 135 times

---

---

Subject: Re: 2025.1rc4

Posted by [Novo](#) on Fri, 21 Mar 2025 03:52:15 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

It turned out that address sanitizer doesn't require USEMALLOC ...

Compilation command: `umk uppsrc ide CLANGcpp17asan -busa`

A result is attached.

EDITED: I guess this error happens because USEMALLOC is still required ...

#### File Attachments

1) [ide.asan.01.txt](#), downloaded 131 times

---

---

Subject: Re: 2025.1rc4

Posted by [Novo](#) on Fri, 21 Mar 2025 04:11:39 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Well, replacing 'COMMON\_FLAGS = ".USEMALLOC";' with 'COMMON\_FLAGS = "USEMALLOC";' fixed problem with linking.

Weird.

---

---

Subject: Re: 2025.1rc4

Posted by [Novo](#) on Fri, 21 Mar 2025 04:21:40 GMT

---

[View Forum Message](#) <> [Reply to Message](#)

---

This is what I've got after I enabled USEMALLOC with address sanitizer.

#### File Attachments

---

1) [ide.asan.02.txt](#), downloaded 134 times

---

---

Subject: Re: 2025.1rc4

Posted by [Novo](#) on Fri, 21 Mar 2025 04:43:55 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Memory sanitizer. This one looks weird because sanitizers are able to instrument only code they compile (unlike valgrind).

But still. It is what it is.

#### File Attachments

---

1) [ide.msan.01.txt](#), downloaded 133 times

---

---

Subject: Re: 2025.1rc4

Posted by [Novo](#) on Fri, 21 Mar 2025 04:59:29 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Thread sanitizer. A lot of complains.

#### File Attachments

---

1) [ide.tsan.01.gz](#), downloaded 111 times

---

---

Subject: Re: 2025.1rc4

Posted by [Novo](#) on Fri, 21 Mar 2025 05:09:52 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Undefined Behavior Sanitizer.

#### File Attachments

---

1) [ide.ubsan.01.txt](#), downloaded 135 times

---

---

Subject: Re: 2025.1rc4

Posted by [Novo](#) on Fri, 21 Mar 2025 05:15:15 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

On the positive side: a Safe Stack Sanitizer didn't report any problem

---

---

Subject: Re: 2025.1rc4  
Posted by [mirek](#) on Fri, 21 Mar 2025 06:53:30 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Can you send me .bms? (I could figure it out but it would be faster if you did)

Mirek

---

---

Subject: Re: 2025.1rc4  
Posted by [Novo](#) on Fri, 21 Mar 2025 17:20:48 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

mirek wrote on Fri, 21 March 2025 02:53Can you send me .bms? (I could figure it out but it would be faster if you did)

Mirek

I made these bm-files several years ago. Probably, they can be improved.

#### File Attachments

---

1) [BM.tgz](#), downloaded 114 times

---

---

Subject: Re: 2025.1rc4  
Posted by [Novo](#) on Sat, 22 Mar 2025 01:44:25 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

I installed missing llvm tools and got better asan and msan logs.  
I also attached an improved CLANGcpp17asan.bm.

#### File Attachments

---

1) [ide.tgz](#), downloaded 112 times

---

---

Subject: Re: 2025.1rc4  
Posted by [mirek](#) on Sat, 22 Mar 2025 07:31:12 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Painter/Rasterizer.cpp:318:10: runtime error: left shift of negative value -160

- this is interestingly no more error in C++20 (and ubsan agrees)... (I am adding this note here as I expect you to retest after I am finished fixing).

---

---

Subject: Re: 2025.1rc4  
Posted by [mirek](#) on Sat, 22 Mar 2025 10:30:19 GMT

---

[View Forum Message](#) <> [Reply to Message](#)

---

I have fixed everything I could. Unfortunately there are tons of leaks in gtk/fontconfig, uninitialized variables etc. outside my control. Also thread sanitizer thinks that malloc/free implementation is wrong

Mirek

---

---

Subject: Re: 2025.1rc4

Posted by [Novo](#) on Sun, 23 Mar 2025 04:38:54 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

mirek wrote on Sat, 22 March 2025 03:31Painter/Rasterizer.cpp:318:10: runtime error: left shift of negative value -160

- this is interestingly no more error in C++20 (and ubsan agrees)... (I am adding this note here as I expect you to retest after I am finished fixing).

I attached what I'm getting with my compiler.

Left shift is still there ...

#### File Attachments

1) [ide.ubsan.02.txt](#), downloaded 144 times

---

---

Subject: Re: 2025.1rc4

Posted by [Novo](#) on Sun, 23 Mar 2025 04:43:49 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

mirek wrote on Sat, 22 March 2025 06:30I have fixed everything I could. Unfortunately there are tons of leaks in gtk/fontconfig, uninitialized variables etc. outside my control. Also thread sanitizer thinks that malloc/free implementation is wrong

Mirek

Thank you!

IMHO, it makes sense to add build methods with sanitizers to release distros so people won't need to reinvent them.

---

---

Subject: Re: 2025.1rc4

Posted by [mirek](#) on Sun, 23 Mar 2025 06:56:43 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Novo wrote on Sun, 23 March 2025 05:38mirek wrote on Sat, 22 March 2025 03:31Painter/Rasterizer.cpp:318:10: runtime error: left shift of negative value -160

- this is interestingly no more error in C++20 (and ubsan agrees)... (I am adding this note here as I

expect you to retest after I am finished fixing).  
I attached what I'm getting with my compiler.  
Left shift is still there ...

Either your clang version does not know about it or you have not changed the build method to C++20... (When I did, it got fixed).

Mirek

---

---

Subject: Re: 2025.1rc4  
Posted by [Novo](#) on Sun, 23 Mar 2025 19:19:49 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

mirek wrote on Sun, 23 March 2025 02:56  
Either your clang version does not know about it or you have not changed the build method to C++20... (When I did, it got fixed).

Mirek  
Yes, changing cpp version to 20 eliminates the problem.  
But current cpp version used by UPP is 17 ...

---

---

Subject: Re: 2025.1rc4  
Posted by [mirek](#) on Sun, 23 Mar 2025 19:37:45 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Novo wrote on Sun, 23 March 2025 20:19mirek wrote on Sun, 23 March 2025 02:56  
Either your clang version does not know about it or you have not changed the build method to C++20... (When I did, it got fixed).

Mirek  
Yes, changing cpp version to 20 eliminates the problem.  
But current cpp version used by UPP is 17 ...

Well, I suggest you google the issue up... It was defined in practice and widely used for ages now, except the standard lagged behind...

Mirek

---

---

Subject: Re: 2025.1rc4  
Posted by [Novo](#) on Mon, 24 Mar 2025 03:51:13 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

mirek wrote on Sun, 23 March 2025 15:37  
Well, I suggest you google the issue up... It was defined in practice and widely used for ages now,

except the standard lagged behind...

Mirek

I propose a different way of fixing this problem: a pull request.

New command to check: `umk tutorial CoreTutorial CLANGcpp17ubsan -bus`

Result is attached.

### File Attachments

---

1) [CoreTutorial.ubsan.01.txt](#), downloaded 134 times

---

---

Subject: Re: 2025.1rc4

Posted by [mirek](#) on Mon, 24 Mar 2025 07:08:50 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Novo wrote on Mon, 24 March 2025 04:51mirek wrote on Sun, 23 March 2025 15:37

Well, I suggest you google the issue up... It was defined in practice and widely used for ages now, except the standard lagged behind...

Mirek

I propose a different way of fixing this problem: a pull request.

New command to check: `umk tutorial CoreTutorial CLANGcpp17ubsan -bus`

Result is attached.

a) good to know

b) you are adding a couple of completely unnecessary and confusing lines to the project

c) AFAIK you can as well do `-fsanitize=no-shift-base` if you insist on using C++17 definition (but why you insist on that is beyond me. we will probably be moving C++20 in 3 years anyway)

---