Subject: Various fixes to uppsrc
Posted by chickenk on Thu, 03 Feb 2011 12:27:24 GMT
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Hello,

the attached diff contains various fixes and enhancements, mostly unrelated, found by the clang static analyzer and when trying to use Waf to build U++. Here they are:

CtrlLib/Splitter.cpp : move some initialisations from the ctor body to its initialization list, and set chstyle to NULL initially

Core/Defs.h : make the BREAK address volatile to avoid optimizations

art/BlueBar/BlueBar.upp : depends on CtrlLib

plugin/png/... : make the path to the headers uniform, also avoids confusion with the system png headers

Painter/Painter.upp : Should depend directly on the same basis of system libs as CtrlCore. I believe this one should be reviewed seriously, I'm not sure about the exact needs.
Feel free to split that into redmine tasks and treat them independently...

Regards,
Lionel

File Attachments

1) upp_various_fixes.diff, downloaded 426 times

Subject: Re: Various fixes to uppsrc
Posted by chickenk on Fri, 04 Feb 2011 09:43:40 GMT
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Another question: can someone explain the line below (CtrlLib/DocEdit.cpp line 325) and try to make it less ambiguous with parentheses ?

if(q >= 0 && q != cursor && delta < 0 == q < cursor && GetCaret(q).y != yy) {...}
We'll see if some opinions diverge about what this code generates... I suppose this is the following :

```
if(
    (q >= 0) &&
    (q != cursor) &&
    ( (delta < 0) == (q < cursor) ) &&
    (GetCaret(q).y != yy)
  ) {...}
```

Subject: Re: Various fixes to uppsrc
Posted by mirek on Fri, 04 Feb 2011 13:55:50 GMT
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chickenk wrote on Fri, 04 February 2011 04:43Another question: can someone explain the line below (CtrlLib/DocEdit.cpp line 325) and try to make it less ambiguous with parentheses ?

if(q >= 0 && q != cursor && delta < 0 == q < cursor && GetCaret(q).y != yy) {...}
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```
if(
    (q >= 0) &&
    (q != cursor) &&
    ( (delta < 0) == (q < cursor) ) &&
    (GetCaret(q).y != yy)
  ) {...}
```

Yes. I have remade it to

```
  if(q >= 0 && q != cursor && (delta < 0) == (q < cursor) && GetCaret(q).y != yy) {
```

Mirek

Subject: Re: Various fixes to uppsrc
Posted by mirek on Fri, 04 Feb 2011 14:07:42 GMT
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chickenk wrote on Thu, 03 February 2011 07:27
[*] CtrlLib/Splitter.cpp : move some initialisations from the ctor body to its initialization list, and set chstyle to NULL initially

Is this supposed to fix anything? (except maybe chstyle).

Quote:
[*] Core/Defs.h : make the BREAK address volatile to avoid optimizations

[*] art/BlueBar/BlueBar.upp : depends on CtrlLib

OK, applied.

Quote:
[*] plugin/png/... : make the path to the headers uniform, also avoids confusion with the system

png headers

Wrong. If you would want to put the longer path there, you should have '<' instead of "".

Quote:
[*] Painter/Painter.upp : Should depend directly on the same basis of system libs as CtrlCore. I believe this one should be reviewed seriously, I'm not sure about the exact needs.[/list]

That would be a dire mistake. We want Painter to work even without X11.

However, I guess it SHOULD add fontconfig and freetype.

Mirek

Subject: Re: Various fixes to uppsrc
Posted by chickenk on Fri, 04 Feb 2011 14:43:00 GMT
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mirek wrote on Fri, 04 February 2011 15:07chickenk wrote on Thu, 03 February 2011 07:27
[*] CtrlLib/Splitter.cpp : move some initialisations from the ctor body to its initialization list, and set chstyle to NULL initially

Is this supposed to fix anything? (except maybe chstyle).

Indeed, does not fix anything apart from chstyle.
Quote:Quote:
[*] plugin/png/... : make the path to the headers uniform, also avoids confusion with the system png headers

Wrong. If you would want to put the longer path there, you should have '<' instead of "".

So in that case I believe we should have <plugin/png/png.h>. Do you agree?
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That would be a dire mistake. We want Painter to work even without X11.

However, I guess it SHOULD add fontconfig and freetype.

Mirek

Ouch, you're right. I can't remember exactly but I suppose I added these for fontconfig and freetype, but I added the X11 bits by mistake as well.

Thanks for looking at these
Lionel

Subject: Re: Various fixes to uppsrc
Posted by mirek on Fri, 04 Feb 2011 14:49:07 GMT
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mirek wrote on Fri, 04 February 2011 09:07

That would be a dire mistake. We want Painter to work even without X11.

However, I guess it SHOULD add fontconfig and freetype.

Mirek

However, those are included via Draw...

Subject: Re: Various fixes to uppsrc
Posted by chickenk on Fri, 04 Feb 2011 14:50:51 GMT
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mirek wrote on Fri, 04 February 2011 15:49mirek wrote on Fri, 04 February 2011 09:07

That would be a dire mistake. We want Painter to work even without X11.

However, I guess it SHOULD add fontconfig and freetype.

Mirek

However, those are included via Draw...

So maybe the fix is to make Painter depend on Draw instead of Core like it is currently ?

Subject: Re: Various fixes to uppsrc
Posted by mirek on Fri, 04 Feb 2011 14:51:14 GMT
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chickenk wrote on Fri, 04 February 2011 09:43mirek wrote on Fri, 04 February 2011 15:07chickenk wrote on Thu, 03 February 2011 07:27

[*] CtrlLib/Splitter.cpp : move some initialisations from the ctor body to its initialization list, and set chstyle to NULL initially

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Well, maybe, however #include ".." is AFAIK meant exactly to tell compiler to take 'local' header file (in the same dir) and it is used in this context U++-wide...

Mirek

Subject: Re: Various fixes to uppsrc
Posted by chickenk on Fri, 04 Feb 2011 14:53:39 GMT
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mirek wrote on Fri, 04 February 2011 15:51chickenk wrote on Fri, 04 February 2011 09:43mirek wrote on Fri, 04 February 2011 15:07chickenk wrote on Thu, 03 February 2011 07:27
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Well, maybe, however #include ".." is AFAIK meant exactly to tell compiler to take 'local' header file (in the same dir) and it is used in this context U++-wide...

Mirek

So leave it as-is, I agree with you. It must be an error from my build system at that time (it was some time ago). I will try to reproduce it and correct my build system instead.

Subject: Re: Various fixes to uppsrc
Posted by mirek on Fri, 04 Feb 2011 15:06:37 GMT
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chickenk wrote on Fri, 04 February 2011 09:50mirek wrote on Fri, 04 February 2011 15:49mirek wrote on Fri, 04 February 2011 09:07

That would be a dire mistake. We want Painter to work even without X11.

However, I guess it SHOULD add fontconfig and freetype.

Mirek

However, those are included via Draw...

So maybe the fix is to make Painter depend on Draw instead of Core like it is currently ?

Right! Actually, I thought it already was...