Subject: Re: Building & using U++ without TheIDE
Posted by sergei on Fri, 21 Sep 2007 22:18:59 GMT

OK, I thought everything worked, I was wrong

I've built an example with all the "working" packages under MSVC, debug was built, it worked. Building the same project under MinGW in release worked. But in MinGW/debug it didn't. Instead of working, debugger just hanged without reaching the first line of the program. Executing resulted in a memory could not be written error.

This scenario works in debug:

```
#include <UppPkg/Core.h>
#include <UppPkg/CppBase.h>
#include <UppPkg/Crypto.h>
#include <UppPkg/CtrlCore.h>
#include <UppPkg/CtrlLib.h>
#include <UppPkg/Draw.h>
#include <UppPkg/Esc.h>
#include <UppPkg/Geom.h>
#include <UppPkg/GLCtrl.h>
#include <UppPkg/GridCtrl.h>
#include <UppPkg/Ole.h>
#include <UppPkg/PdfDraw.h>
#include <UppPkg/plugin_bmp.h>
//#include <UppPkg/plugin_dbf.h>
//#include <UppPkg/plugin_ftp.h>
#include <UppPkg/plugin_gif.h>
//#include <UppPkg/plugin_jpg.h>
#include <UppPkg/plugin_png.h>
#include <UppPkg/plugin_z.h>
#include <UppPkg/Report.h>
#include <UppPkg/RichEdit.h>
#include <UppPkg/RichText.h>
//#include <UppPkg/Web.h>
```

Uncommenting any package results in the bug I mentioned above. I tried to see what happens there. Uncommented dbf, excluded the class DbfStream itself - works. Seems like having the class in the code results in this weird bug in debug mode. Other packages are bigger and more difficult to debug, but I doubt there's any serious error since it works in release and in MSVC's debug.

Becoming more interesting: removing GridCtrl makes it possible to use dbf, ftp and jpg (but not Web), without the bug. With GridCtrl none of them can be used.

OK, I had an idea and removed #define flagDEBUG and #define flagDEBUG_FULL (while still

using MinGW/debug). Guess what, it works. Removing only debug_full wasn't enough, but removing flagDEBUG too solved the problem. So, what exactly does flagDEBUG do that could cause thing go wrong?

P.S. I have a feeling it has something to do with LG/LOG/LLOG/... #defines. GridCtrl redefines LG, but removing it and replacing all LG with LGR in it didn't help...

Edit: I found that I incorrectly used GridCtrl. As Mirek said, although usually the main header is the first file, it's not always the case. Well, that's the example... But unfortunately fixing it and renaming LG to LGD (so that it wouldn't conflict with CtrlCore's log) didn't make any difference. Uncommenting either GridCtrl or Web makes debug break.