Subject: Re: Building & using U++ without TheIDE
Posted by sergei on Sun, 28 Oct 2007 23:38:16 GMT
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OK, I've tried the new PNG. It works, without a single change to the original code. I'm even stricter than you were - you changed #include "zlib.h" to #include <plugin/z/zlib.h>, I instead added a dummy zlib.h to plugin dir that points to z plugin

Added these defines:

#define PNG_NO_MMX_CODE
#define PNG_USE_GLOBAL_ARRAYS

Didn't compile otherwise, and AFAIK MMX is disabled in currently used PNG too. I didn't really test the code, but since it's original unmodified and it compiles, it should work.

So, ReplaceText and zlib are the only showstoppers now. I added this to RichEdit.h:

#ifndef ReplaceText
#define ReplaceText ReplaceTextA
#endif

And used my zlib mod. Surprisingly, SCU EXE size is 2.0MB - same as Lib. I must've done something terribly wrong about the Lib, but I just can't figure out what. (OTOH, does anyone really care? 2MB for a GUI app isn't much, I've seen 20MB apps).

P.S. These few warnings in Core keep repeating many many times during Lib build, making it difficult to otice any other warnings, could they be fixed? (0 errors 0 warnings would be cool):

D:\Programming\Upp\Core/Topt.h(428) : warning C4311: 'type cast' : pointer truncation from 'const void *' to 'int'
D:\Programming\Upp\Core/Index.h(81) : warning C4244: 'argument' : conversion from 'intptr_t' to 'const int', possible loss of data
d:\programming\upp\core\Cbgen.h(805) : warning C4312: 'type cast' : conversion from 'int' to 'Upp::GateAction *' of greater size
D:\Programming\Upp\Core/Format.h(15) : warning C4311: 'type cast' : pointer truncation from 'const void *' to 'int'
D:\Programming\Upp\Core/Format.h(16) : warning C4311: 'type cast' : pointer truncation from 'const void *' to 'int'

File Attachments
1) png.zip, downloaded 403 times