Subject: Re: Upp 2008.1 released
Posted by mr_ped on Tue, 29 Jul 2008 15:05:59 GMT
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I'm trying the 2008.1 install under WXP:

The old tiny problems I was reporting with SVN builds are still remaining http://www.ultimatepp.org/forum/index.php?t=msg&&th= 3534&goto=16338#msg_16338 :
- after installation when the build methods are detected by that wizard, the SDL directory is not pre-filled. Why not? It's installed anyway in $installdir/sdl
- the included SDL lib is 1.2.13, but at official download page of U++ there's only 1.2.12 package.

new things I wonder about:
- no bazaar Assembly in Select main package? Why, I though it will be preset there as it's half way official. (I don't mind I have to add it to MyApps assembly by hand, that's ok, I mean the standalone "bazaar" assembly just as we have examples/tutorial/...)

Memory leaks detection works out of box with MINGW now (didn't work for me with some previous version I was using, I'm sorry, but I'm not sure which one it was as I did play with SVN and RCs before). (see edit)

So far works for me. Also I sort of miss my TheIDE settings, after every uninstall/install I'm back on defaults, that does apply to Assemblies too. It's no big deal, I can set it up back in couple of minutes, but I would prefer if the settings would be preserved somehow.

EDIT:
The memory leaks detection works out of box with MSC8 for me, with MINGW it does not work. If I force it on by using "atexit(UPP::MemoryDumpLeaks);", I get several leaks in core console application, that's the similar to way how my previous version of UPP did work. Any chance the MINGW version will support memory leaks detection too in future?

Also the previous "memory breakpoints" of those UPP leaks under MINGW were scattered around 30-48, now with 2008.1 they are scattered at 60-574 and there's like 4 times more of them.
It makes me feel a tad uncomfortable, to know that there's well over 580 memory allocations before my first statement in CONSOLE_APP_MAIN does execute. It's not like the app init is slow, so it's reasonable, but still makes me a bit wonder. Maybe I will look into it one day to know what's going on under hood.