
Subject: Re: Porting U++ to Blackfin DSP
Posted by [mirek](#) on Fri, 03 Jul 2009 07:15:14 GMT
[View Forum Message](#) <> [Reply to Message](#)

kohait00 wrote on Fri, 03 July 2009 03:01

1. std::wstring support seems is not given in my toolchain. i will take care of that, is a uClibc thing, need to enable it

Or not. We do not really need std::wstring, it is included onyl to provide minimal layer of unicode compatibility, maybe you can just use config.h to somehow to have some define and expel all std:: references.

Quote:

2. thread__ directive in Heahimp.cpp, Random.cpp and others, what is the dirctive about, what for are you using it, how can I circumvent it, there is no such directive in my compiler, now thats the huge problem

It designates TLS variables. Not needed for single-threaded builds.

Quote:

3. The CPU is unknown, i will take care of that, to exclude this case with a compiler flag, that comes in nature

Check (and fix) config.h.

Quote:

(4.) the fork problem is a uClinux architecture specific thing, i will fix that (under most circumstances one can replace it with vfork)

Well, obviously, there are parts you perhaps do not need to support to get working apps.

Quote:

BTW: is there ANY kind of source/development docu, the ideas behind what you put down there in the real bottom layers of U++, Core, Controls, i mean the "ideas behind the scene", like what is Heap class for..

Well, that is what srcimp topic group is intended for. But it is mostly empty yet...

Specifically, Heap class implements per-thread memory allocator.

Quote:

wait to reading from you
kostah

I will be glad to apply any patches for blackfin support...

Mirek
