Subject: Re: Porting U++ to Blackfin DSP
Posted by kohait00 on Fri, 03 Jul 2009 16:10:17 GMT
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i am half trough

specifying MT USEMALLOC as build options, i got some of the errors done. heapdbg.cpp was not behaving like expected, ignoring Heap, cause #include "HeapImp.h" is placed before the #if defined(UPP_HEAP) which excludes all the file. i corrected that.

in Random.cpp, a TLS pointer is used to initialize the random number generator per thread, to have different seeds basically, i think. well, we can live without, in blackfin, having a common seed, once. fix maybe later.

hard part last part:
The thread implementation, where a thread static flag is used, to indicate, if any new thread, besides the main thread, has anytime called Run() Function of *any* Thread instance..

i will try to figure out how to implement this defferently. and we are done , Upp on blackfin (so far..expecting runtime bugs)

have a nice weekend