Subject: Re: U++ Build 5485 Win32 with MinGW IDE problem
Posted by mirek on Mon, 05 Nov 2012 18:09:30 GMT
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lut20121105 wrote on Mon, 05 November 2012 12:19Hi, I am new in U++ C++, OOP and GUI programming. I use Window environment most of the time, I used SVR4 10 year back, still try Linux on and off. I am trying to develop application for multiplanform and multilingual.

Just downloaded U++ 5485 on my netbook 1.6GHz, 2GB RAM, multipartitioned harddisk 120GB. Windows XP SP3 with VC++ Express 2010 and Windows SDK7, MinGW build 2012-10-12.

Tried TheIde with MinGW setting using gcc. First tried U++6.05 download from Cnet. After a few days realised 6.05 outdated, so download directly from U++ 5485.

As with 6.0.5 U++ first build I did not get the exe popup whatever example I build. I always set myAppy directory to G: drive (same as VC2010ex project directory). MinGW and Upp on D:.

BUGs???
1. When I modified an example, added a function without completing it (eg. function(i) without the i) in U++ or Upp. Then switch context to Firefox search for the information on the function. To my surprise I was not able to switch back. U++ seem to hang. "System Internal" process explore shows that my CPU was 48 to 50% utilised, it shows that the Upp and gdb was taken up all these CPU cycles. I was not buildiing anything just edit and switch windows. I had to kill that U++ process. This happened a few times, once it took 100% CPU and followed by a Blue screen. I managed to repeat this problem especially I use ctrl-space to bring the popup list of function without completing it.

Using mingw is problematic - it is sort of deprecated. Using Win32 SDK is the preferred way for windows U++ development.

Quote:
2. Theide also created a \MyApp in my D: drive. It keep all the intermediate file there while my source and package in G: as defined in setup, Why D:\MyApp??

That is weird, it should have asked where to put it.

Quote:
3. Why the appl package (file) can not be modified, such that I can change the setting from MinGW to VC++??

Not sure I understand this question well; compiler specific settings are deliberately decoupled from the project files so that you can move the project between compilers and platforms without sources being affected.

Quote:

4. In Win32 WindowProc() is where the event handling capture, in U++ where to do that? In particular I want to detect return key while the user entering text in edit box or the user click the add button. (not sure how Qt or Wxwidget do it either)

I guess you are searching for "Key" virtual method here...

Quote:
I try to stick to U++ so that program I create will be able run on both Linux and Windows (without modification, may need to recompile in the two environment for the release, right?

Yes... except that you cannot that much easily release compiled code for Linux - that is not U++ specific, that is "Linux wide" problem...

Mirek