Subject: U++ 2017.2rc1
Posted by mirek on Sun, 05 Nov 2017 18:37:36 GMT
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2017.2 (rev 11427) (Nov 2017)

U++ now requires C++14 compatible compiler.

Core
====

New AsyncWork class - U++ future-alike tool
CoWork: Exception propagation from worker threads, job cancellation support.
Bits class optimized, it is now possible to set multiple bits (count parameter)
WebSocket refactored for asynchronous operation
UTF-32 support functions, UnicodeCompose and UnicodeDecompose functions, support for UTF16 surrogate pairs
DeleteFolderDeep now deletes symlinks
MakeOne function (alternative to One::Create)
LoadFromFile, StoreToFile - Event variant
ReverseRange and SortedRange
Server Name Indicator support in Socket and HttpRequest
SSL1.1 API support
RegisterGlobalSerialize

GUI programming
===============

ArrayCtrl: Improvements in sorting, new public GetCellRect, GetCellRectM, GetSelKeys, SetRowDisplay, SetColumnDisplay, AcceptRow methods
Button NakedStyle style.
WithDropChoice: Set/Remove entry in drop-down list
TextCtrl::Load refactored, now can break very long (>1MB) lines
TreeCtrl: GetOpenIds, OpenIds
IdCtrls, SqlCtrls refactored, improved
Option: SetColor
Edit...Spin: RoundFromMin modifier method
ColorPopup now has button to enter the color as text
New features in ScatterDraw, ScatterCtrl
Header / Footer can now be changed using paragraph properties
QTFDisplay now ignores text color / paper if style is not normal

TheIDE
======

Improved debugging of console applications with MinGW
MacroManager
Explicit Go to line.. operation (in addition to Navigator)
BRC now supports LZ4, LZMA and Zstd compression
File comparison tool improved
Directory comparison now can show/filter new/modified/removed files
Dark theme highlighting
Duplicate package function
FindAll button in normal Search (finds all occurences in current file)
HexView now remembers position
Selection can be interpreted as error list
now shows the number of selected characters
tab size now possible on per-file basis
Repository synchronize refactored, now supports both svn and git
Layout visgen improvements
theide now supports Visual Studio 2017 C++ compiler auto setup
MS build tools autosetup

3rd party modules
==========

MinGW 64 updated to GCC-7.2.0
OpenSSL for VC++ updated to 1.0.2l
plugin/lz4: lz4 updated to 1.7.3
plugin/bz2: updated to 1.0.6
plugin/jpg: updated to version 9b
plugin/pcre: updated to 8.41
plugin/png: updated to 1.2.57
plugin/sqlite3: updated to 3.17.9
plugin/z: Updated to 1.2.11
plugin/Eigen: Updated to version 3.3.4

Subject: Re: U++ 2017.2rc1
Posted by amrein on Sun, 05 Nov 2017 19:28:08 GMT
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Quote:2017.2 (rev 11427) (Nov 2017)

U++ now requires C++14 compatible compiler.

Hi

What the oldest compatible gcc version and clang version for this? GCC 6.1 and clang 3.5?

Those two variables from trunk/uppbox/Scripts/domake need to be updated:

minimum_gcc_dumpversion="4.9.0"
minimum_clang_dumpversion="3.5.0"

Subject: Re: U++ 2017.2rc1
Posted by mirek on Mon, 06 Nov 2017 09:43:24 GMT
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amrein wrote on Sun, 05 November 2017 20:28Quote:2017.2 (rev 11427) (Nov 2017)

U++ now requires C++14 compatible compiler.

Hi

What the oldest compatible gcc version and clang version for this? GCC 6.1 and clang 3.5?

Those two variables from trunk/uppbox/Scripts/domake need to be updated:

minimum_gcc_dumpversion="4.9.0"
minimum_clang_dumpversion="3.5.0"

I have just succeeded to compile theide with GCC 5.4.0 (thats Ubuntu 16.04 LTS, so it is sort of important).

Clang 3.5 sounds about right.

Note: It is possible to compile theide with Clang 3.4, settings -std=c++11. This excludes AsyncWork, but rest of U++ works fine. I have specifically made this workaround to support Debian 6 Squeeze...

Subject: Re: U++ 2017.2rc1
Posted by amrein on Tue, 07 Nov 2017 10:02:38 GMT
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minimum_gcc_dumpversion="5.4.0" added in svn repository. I also fixed clang version validation code.

For clang 3.4 and earlier versions, the user has to manually change -std=c++14 to -std=c++11 in several files:

* domake
* CLANG.bm.in

* GCC.bm.in
* uppsrc/Makefile.in
* uppsrc/uMakefile.in

I don't know if we should support those old clang releases.

Subject: Re: U++ 2017.2rc1
Posted by Klugier on Tue, 07 Nov 2017 20:19:11 GMT
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Hello Amrein,

I found that the package "gnome-themes-standard" is require to avoid following warning while running GUI app (For example TheIDE):

Gtk-WARNING **: Unable to locate theme engine in module_path: "adwaita",

I used KDE, so it might be the default package for all gtk like distribution like Ubuntu, but for KDE it is not. We should add it at least to our "debian" file. Please, let me know what do you think?

Sincerely,
Klugier

Subject: Re: U++ 2017.2rc1
Posted by mirek on Tue, 07 Nov 2017 23:16:00 GMT
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Klugier wrote on Tue, 07 November 2017 21:19Hello Amrein,

I found that the package "gnome-themes-standard" is require to avoid following warning while running GUI app (For example TheIDE):

Gtk-WARNING **: Unable to locate theme engine in module_path: "adwaita",

I used KDE, so it might be the default package for all gtk like distribution like Ubuntu, but for KDE it is not. We should add it at least to our "debian" file. Please, let me know what do you think?

Sincerely,
Klugier

Does not seem to be installed by default in gnome based distros...

Mirek

Subject: Re: U++ 2017.2rc1
Posted by Klugier on Wed, 08 Nov 2017 22:01:39 GMT
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Hello,

It is minor it only affects terminal output when GUI application is launched via console. I believe we need to solve more important tasks... If you don't like the warning just install the package i mentioned above

Sincerel,
Klugier

Subject: Re: U++ 2017.2rc1
Posted by mirek on Sat, 11 Nov 2017 14:37:56 GMT
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I have succeeded to rewrite critical part of code in C++11, so U++ is now C++11 once again....

Subject: Re: U++ 2017.2rc1
Posted by amrein on Sun, 12 Nov 2017 12:17:39 GMT
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Need to fix those files (c++14->c++11) and then rebuild and install umk on U++ server?

./uppbox/Scripts/CLANGMK.bm
./uppbox/Scripts/GCCMK.bm
./uppbox/Scripts/domake
./uppbox/Scripts/upp-devel.spec
./uppsrc/ide/Methods.cpp
./uppsrc/ide/InstantSetup.cpp

Subject: Re: U++ 2017.2rc1
Posted by mirek on Sun, 12 Nov 2017 23:16:43 GMT
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ide/Methods.cpp: c++14 is only in context with android builder, irrelevant otherwise

ide/InstantSetup.cpp: is only active in Windows and there it only setup 'internal' mingw-w64, which we know is GCC 7.2.0 (and thus definitely supports c++14)
ide/domake: c++14 is only in list of variants to try

rest should be fixed....

Subject: Re: U++ 2017.2rc1
Posted by Novo on Fri, 08 Dec 2017 14:03:13 GMT
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Web-documentation is currently broken:
https://www.ultimatepp.org/www$uppweb$documentation$en-us.ht ml
Clicking on links in internal documentation doesn't work as well. I checked that on Linux.

Subject: Re: U++ 2017.2rc1
Posted by mirek on Fri, 08 Dec 2017 18:30:09 GMT
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Novo wrote on Fri, 08 December 2017 15:03Web-documentation is currently broken:
https://www.ultimatepp.org/www$uppweb$documentation$en-us.ht ml
Clicking on links in internal documentation doesn't work as well. I checked that on Linux.

Thanks for spotting this, I just checked the top of the space and did not bothered to scroll down...

Should be now fixed.
