Subject: Compilation of ScatterDraw cause warnings
Posted by Klugier on Wed, 03 Apr 2019 18:44:12 GMT
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Hello,

Our latest changes in build methods (We added -Wall flags that enables a lot of additional warnings) there are a lot of errors related to Scatter. I tested with ScatterCtrl_Demo. Here is the list:

/home/klugier/upp/uppsrc/ScatterDraw/DataSource.h (717): warning: 'Upp::TableData::areas' will be initialized after [-Wreorder]
/home/klugier/upp/uppsrc/ScatterDraw/ScatterDraw.h (6): In file included from /home/klugier/upp/uppsrc/ScatterDraw/ScatterDraw.h:6,
/home/klugier/upp/uppsrc/ScatterCtrl/ScatterCtrl.h (4): from /home/klugier/upp/uppsrc/ScatterCtrl/ScatterCtrl.h:4,
/home/klugier/upp/uppsrc/ScatterCtrl/ScatterCtrl.cpp (1): from /home/klugier/upp/uppsrc/ScatterCtrl/ScatterCtrl.cpp:1:
 (): bool a reas ;
/home/klugier/upp/uppsrc/ScatterDraw/DataSource.h (712): warning: 'int Upp::TableData::lendata' [-Wreorder]
/home/klugier/upp/uppsrc/ScatterDraw/DataSource.h (671): warning: when initialized here [-Wreorder]
/home/klugier/upp/uppsrc/ScatterCtrl/ScatterCtrl.cpp (385): warning: unused variable 'posx' [-Wunused-variable]
/home/klugier/upp/uppsrc/ScatterCtrl/ScatterCtrl.cpp (386): warning: unused variable 'posy' [-Wunused-variable]
/home/klugier/upp/uppsrc/ScatterCtrl/ScatterCtrl.cpp (387): warning: unused variable 'dx' [-Wunused-variable]
/home/klugier/upp/uppsrc/ScatterCtrl/ScatterCtrl.cpp (388): warning: unused variable 'dy' [-Wunused-variable]
/home/klugier/upp/uppsrc/ScatterCtrl/ScatterCtrl.cpp (759): warning: enumeration value 'NONE' not handled in switch [-Wswitch]
/home/klugier/upp/uppsrc/ScatterCtrl/ScatterCtrl.cpp (759): warning: enumeration value 'LEFT_UP' not handled in switch [-Wswitch]
/home/klugier/upp/uppsrc/ScatterCtrl/ScatterCtrl.cpp (759): warning: enumeration value 'LEFT_DOUBLE' not handled in switch [-Wswitch]
/home/klugier/upp/uppsrc/ScatterCtrl/ScatterCtrl.cpp (759): warning: enumeration value 'LEFT_MOVE' not handled in switch [-Wswitch]
/home/klugier/upp/uppsrc/ScatterCtrl/ScatterCtrl.cpp (759): warning: enumeration value 'MIDDLE_UP' not handled in switch [-Wswitch]
/home/klugier/upp/uppsrc/ScatterCtrl/ScatterCtrl.cpp (759): warning: enumeration value 'MIDDLE_MOVE' not handled in switch [-Wswitch]
/home/klugier/upp/uppsrc/ScatterCtrl/ScatterCtrl.cpp (759): warning: enumeration value 'RIGHT_UP' not handled in switch [-Wswitch]
/home/klugier/upp/uppsrc/ScatterCtrl/ScatterCtrl.cpp (759): warning: enumeration value 'RIGHT_MOVE' not handled in switch [-Wswitch]
/home/klugier/upp/uppsrc/ScatterDraw/ScatterDraw.h (1661): warning: enumeration value

'ALIGN_NULL' not handled in switch [-Wswitch]
/home/klugier/upp/uppsrc/ScatterDraw/ScatterDraw.h (1661): warning: enumeration value 'ALIGN_JUSTIFY' not handled in switch [-Wswitch]
/home/klugier/upp/uppsrc/ScatterDraw/ScatterDraw.h (1408): warning: unused variable 'r' [-Wunused-variable]
/home/klugier/upp/uppsrc/ScatterDraw/ScatterDraw.h (1448): warning: unused variable 'x_c' [-Wunused-variable]
/home/klugier/upp/uppsrc/ScatterDraw/ScatterDraw.h (1449): warning: unused variable 'y_c' [-Wunused-variable]
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/home/klugier/upp/uppsrc/ScatterDraw/DataSource.h (671): warning: when initialized here [-Wreorder]
/home/klugier/upp/uppsrc/ScatterDraw/DataSource.cpp (848): warning: this 'if' clause does not guard... [-Wmisleading-indentation]
/home/klugier/upp/uppsrc/ScatterDraw/Legend.cpp (142): warning: enumeration value 'TOP' not handled in switch [-Wswitch]
/home/klugier/upp/uppsrc/ScatterDraw/ScatterDraw.h (1661): warning: enumeration value 'ALIGN_NULL' not handled in switch [-Wswitch]
/home/klugier/upp/uppsrc/ScatterDraw/ScatterDraw.h (1661): warning: enumeration value 'ALIGN_JUSTIFY' not handled in switch [-Wswitch]
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/home/klugier/upp/uppsrc/ScatterDraw/ScatterDraw.h (1449): warning: unused variable 'y_c' [-Wunused-variable]

Koldo, it would be nice if we manage to fix that issues before release.

Sincerely,
Klugier

Subject: Re: Compilation of ScatterDraw cause warnings
Posted by koldo on Fri, 05 Apr 2019 07:25:51 GMT
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Hi Klugier

I have fixed it with MinGW (I do not know if the version you use generates more warnings).

Big surprise as I use "pedantic" with no warning, and U++ unfortunately generates tons of warnings.

It seems "all" is stronger than "pedantic".

Subject: Re: Compilation of ScatterDraw cause warnings
Posted by koldo on Sat, 06 Apr 2019 13:17:55 GMT
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After compiling in Linux, I have found and fixed last warnings.

Klugier: Please solve Core warnings. They are not much but, but being in Core, they appear repeatedly.
I have been compiling with "pedantic" for years and having continuously those warnings has been unpleasant.

Subject: Re: Compilation of ScatterDraw cause warnings
Posted by Klugier on Sun, 07 Apr 2019 09:16:07 GMT
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Hello Koldo,

I can confirm that warnings gone away. Thanks for fixing this!

Backing to pedantic flag - I can not commit to Core directory. So, I am probably not good person to solve that issue. You should ask Mirek. However, I think that pedantic mode is too strong to officially introduce it to U++ default build methods. When I compiled TheIDE it mainly warns that there is additional ";", which field of destruction is very small.

Sincerely,
Klugier

Subject: Re: Compilation of ScatterDraw cause warnings
Posted by koldo on Wed, 04 Sep 2019 10:32:01 GMT
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Code now tested with these gcc flags:
"-Wall"
"-Wextra"
"-Wpedantic"
"-Wcast-align"
"-Wcast-qual"
"-Wctor-dtor-privacy"
"-Wdisabled-optimization"
"-Wformat=2"
"-Winit-self"
"-Wlogical-op"
"-Wmissing-include-dirs"
"-Wnoexcept"
"-Wold-style-cast"
"-Wredundant-decls"
"-Wshadow"
"-Wsign-promo"
"-Wstrict-null-sentinel"
"-Wstrict-overflow=4"
"-Wundef"
"-Wunused-variable"
