Subject: U++ 2019.1.rc1 released
Posted by mirek on Thu, 11 Apr 2019 16:44:50 GMT
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https://sourceforge.net/projects/upp/files/upp/2019.1.rc1

https://www.ultimatepp.org/www$uppweb$Roadmap$en-us.html

Please test. If there are no complaints, this will become 2019.1 release in about a week.

Mirek

Subject: Re: U++ 2019.1.rc1 released
Posted by mr_ped on Fri, 12 Apr 2019 07:44:03 GMT
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So far all seems OK, details:

My OS: Linux KDE Neon (KDE5 rolling release on top of Ubuntu LTS)

Downloaded 12988 x11 src, compiled with make, kept "installed" in the build directory, adjusted my launcher icons in menu and package nests definitions.

theide launches well, the DarkTheme support seems reasonable (the automatic icon modification works reasonably well, but after the auto-patch system will be finalized, you should definitely go over the results manually and provide few icons for dark theme by hand, some things like flags for localization simply hurts a bit).
(also I think some settings were picked from my old config, so it may be my results are actually not precisely what it should be on clean install)

Simple cpp (Core console app) compiled and works.

... now going to test to build more complex things and some examples, etc...

Subject: Re: U++ 2019.1.rc1 released
Posted by Klugier on Fri, 12 Apr 2019 12:58:23 GMT
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Hello,

I just download this version for macOS and TheIDE app doesn't launch. It reported following error:

Process: theide [695]
Path: /Users/USER/*/TheIDE.app/Contents/MacOS/theide
Identifier: theide

Version: 0
Code Type: X86-64 (Native)
Parent Process: ??? [1]
Responsible: theide [695]
User ID: 502

Date/Time: 2019-04-12 14:54:49.479 +0200
OS Version: Mac OS X 10.14.4 (18E226)
Report Version: 12
Bridge OS Version: 3.4 (16P4507)
Anonymous UUID: 3F4FE116-7AB0-CA0A-63D1-63D585F746EE

Sleep/Wake UUID: F8339C68-9673-4F8F-8CE6-6C480D270CF6

Time Awake Since Boot: 2300 seconds
Time Since Wake: 1700 seconds

System Integrity Protection: enabled

Crashed Thread: 0

Exception Type: EXC_CRASH (SIGABRT)
Exception Codes: 0x0000000000000000, 0x0000000000000000
Exception Note: EXC_CORPSE_NOTIFY

Termination Reason: DYLD, [0x1] Library missing

Application Specific Information:
dyld: launch, loading dependent libraries

Dyld Error Message:
Library not loaded: /opt/local/lib/libcrypto.1.0.0.dylib
Referenced from: /Users/USER/*/TheIDE.app/Contents/MacOS/theide
Reason: image not found

Binary Images:
0x10f431000 - 0x10ffb0ffb +theide (0) <2FD0F4BB-6EC4-3B8A-A396-1FEFF846CF73> /Users/USER/*/TheIDE.app/Contents/MacOS/theide
0x11d932000 - 0x11d99c6ef dyld (655.1.1) <F217F7F8-A795-3109-B77F-B1E2277F3E3B> /usr/lib/dyld
0x7fff30092000 - 0x7fff30092fff com.apple.Carbon (158 - 158) <080ECFD9-9C4B-3038-9F4B-BE111473E1DE> /System/Library/Frameworks/Carbon.framework/Versions/A/Carbon
0x7fff30593000 - 0x7fff30593fff com.apple.Cocoa (6.11 - 23) <C487E1FC-D79C-32B4-950E-68F3060A125E> /System/Library/Frameworks/Cocoa.framework/Versions/A/Cocoa
0x7fff32fef000 - 0x7fff3339cff3 com.apple.Foundation (6.9 - 1570.16) <84055403-9921-3EFC-B593-8F0600EBEE80>

/System/Library/Frameworks/Foundation.framework/Versions/C/Foundation
    0x7fff5a227000 -   0x7fff5a234fff libbz2.1.0.dylib (38.200.3)
<62019AC3-20C9-3DDC-9C83-189C1F258073> /usr/lib/libbz2.1.0.dylib

It seems that libcrypto is obligatory to launch TheIDE. Can you look at this Mirek?

Sincerely,
Klugier

Subject: Re: U++ 2019.1.rc1 released
Posted by mirek on Fri, 12 Apr 2019 15:32:12 GMT
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Thanks for info.

Sorry about crypto. Can you try rc2 please?

Subject: Re: U++ 2019.1.rc1 released
Posted by MichaelK on Fri, 12 Apr 2019 18:53:18 GMT
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Why do you publish upp@ntllib.org email if the server rejects incoming emails? I will copy/paste mine one as is:

Hello,
I have decided to have a look at the Ultimate++ (the latest RC
upp-mingw-12988.7z) and found out that it does not work on Windows. VC
19.20.27508.1 (from the latest VS 16.0.1, please notice the update) just
cannot compile it and g++ cannot compile it as the shared library. Static
FnGraph example is about 100 MB in size for Debug build and this is
extremely inconvenient in practical work (link time is too big that is why
I would prefer shared build).

Subject: Re: U++ 2019.1.rc1 released
Posted by mirek on Sat, 13 Apr 2019 06:40:01 GMT
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MichaelK wrote on Fri, 12 April 2019 20:53Why do you publish upp@ntllib.org email if the server rejects incoming emails? I will copy/paste mine one as is:

Sorry about that, old email, missed it, removed.

Quote:

Hello,
I have decided to have a look at the Ultimate++ (the latest RC
upp-mingw-12988.7z) and found out that it does not work on Windows. VC
19.20.27508.1 (from the latest VS 16.0.1, please notice the update) just
---

I do not fully understand where VC 19.20.. is from. I believe you can get that in VS 2019 preview (I planned to support that in next release). Or does above mean that VS 16 self-updates to 19.20?

BTW, what are symptoms? Compiler not detected or some compilation bugs?

Thanks,

Mirek

Subject: Re: U++ 2019.1.rc1 released
Posted by Oblivion on Sat, 13 Apr 2019 10:13:10 GMT
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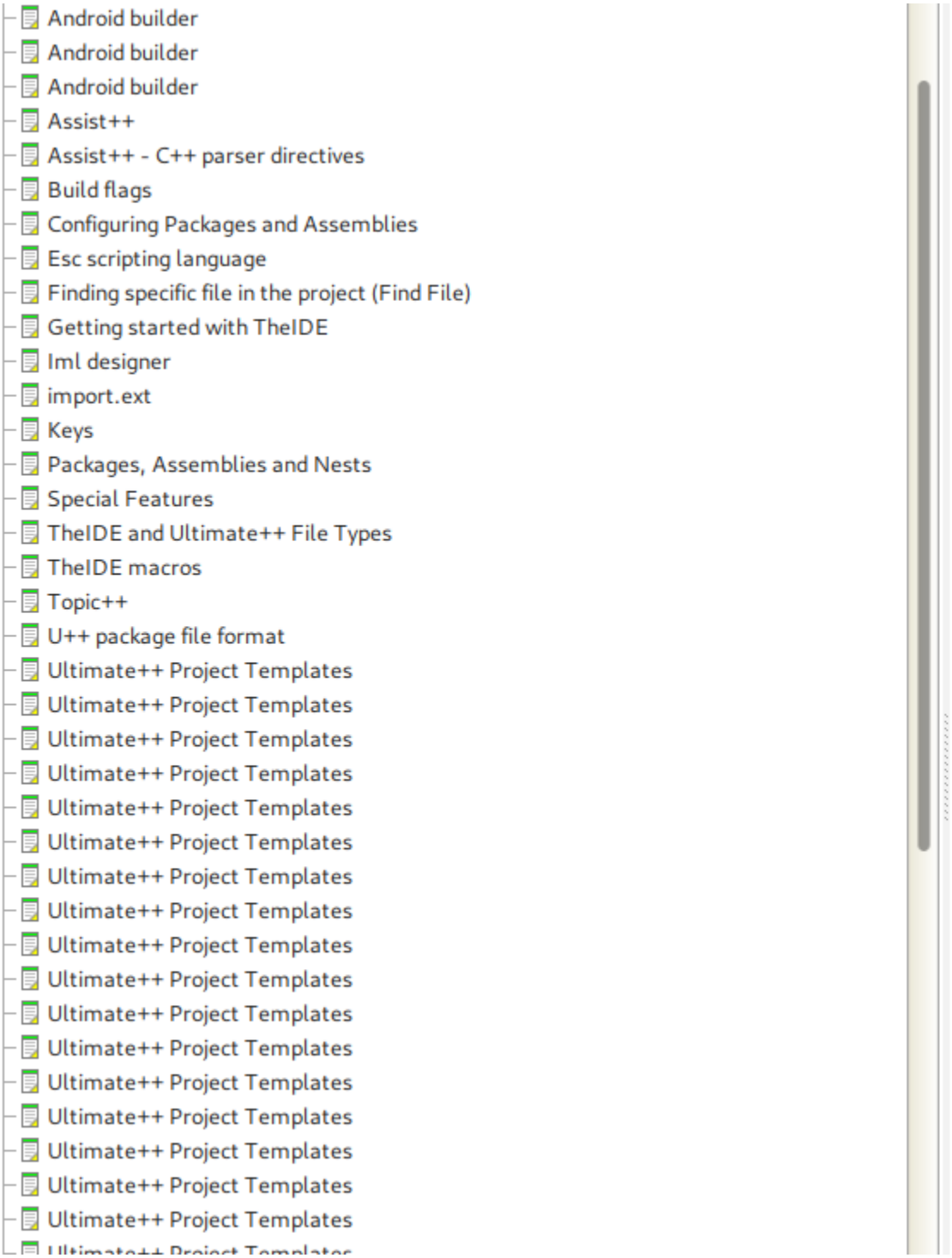
Hello Mirek,

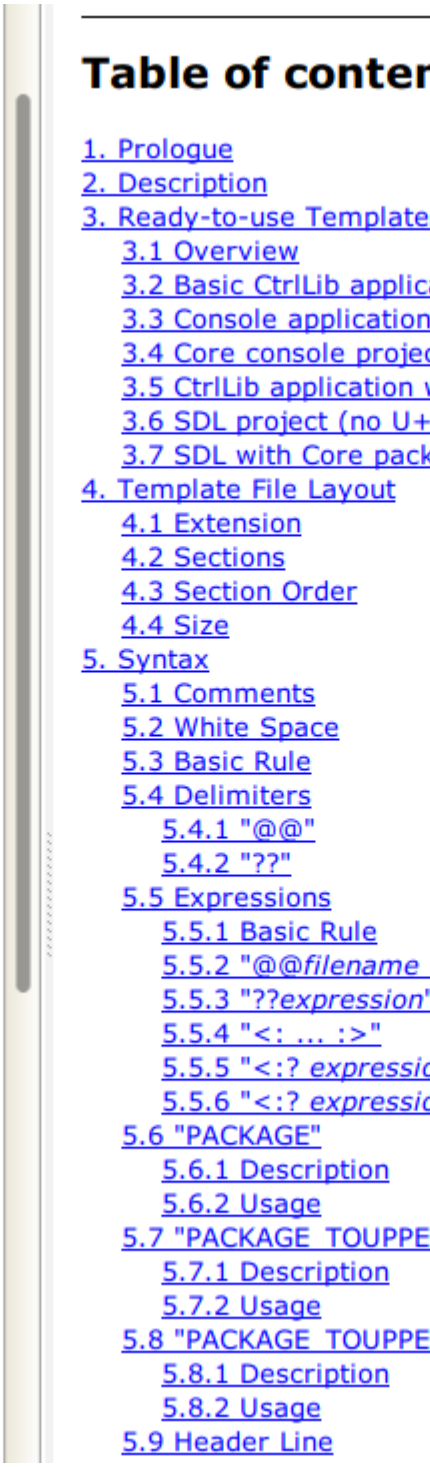
In TheIDE help docs, entries (table of content links) don't seem to be correctly reflected in the tree (if they are to be reflected at all):

Setting: Linux 5.0. U++ and TheIDE from the svn, latest...

Best regards,
Oblivion

File Attachments
1) TheIdeHelp-Entries.png, downloaded 1130 times





Subject: Re: U++ 2019.1.rc1 released
Posted by mirek on Sat, 13 Apr 2019 10:58:14 GMT
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MichaelK wrote on Fri, 12 April 2019 20:5319.20.27508.1 (from the latest VS 16.0.1, please notice the update) just

cannot compile it and g++ cannot compile it as the shared library. Static FnGraph example is about 100 MB in size for Debug build and this is extremely inconvenient in practical work (link time is too big that is why I would prefer shared build).

OK, I am adding support for VS/BuildTools2019.

Interestingly, it looks like there is a new bug with MSC. This compiles in VC2017 and current CLANG and GCC:

```
template <class Range>
using value_type_of = typename std::remove_reference<decltype(*((typename
std::remove_reference<Range>::type *)0)->begin())>::type;

void foo()
{
 std::less<value_type_of<std::set<int>>> z;
}
```

but fails with strange error with MSC19. I have found a nasty workaround, so .rc2 (probably due tomorrow) will come with VC2019 support.

That said, I believe above is somewhat ugly but valid code. If not, please tell me

Mirek

Subject: Re: U++ 2019.1.rc1 released
Posted by Klugier on Sat, 13 Apr 2019 11:28:12 GMT
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Hello Oblivion,

TheIDE docs should be fixed - you need to recompile TheIDE for some reasons to notice the difference. Updating only .tpp file doesn't change anything. I hope it will be patched in tomorrows RC build.

The problem is observed when you explicitly provide url for title in table of contents:
- topic://ide/app/AndroidBuilder_en-us#9

instead of:
- #9

And the you recompile TheIDE, so the problem is not visible under the first initial test.

Sincerely,
Klugier

Subject: Re: U++ 2019.1.rc1 released
Posted by MichaelK on Sat, 13 Apr 2019 15:41:34 GMT
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mirek wrote on Sat, 13 April 2019 12:58
That said, I believe above is somewhat ugly but valid code. If not, please tell me

I believe the problem is the regression in the MS compiler or its' update (I have not checked the RTM, they release new versions much quicker than I am able to install them). Some signs tell me that they got back to use their lex/yacc parser instead of the new manually written one they have been boasting about recently. Therefore, we shall expect a lot of regressions. Anyway, IMO, it would be better to report the problem to the MS they may fix it before the U++ release (I cannot do it because their sites basically stopped working with Windows LTSB systems, like Windows Server 2016/2019 they do not allow to install Edge and IE is not supported anymore).

Subject: Re: U++ 2019.1.rc1 released
Posted by mirek on Sat, 13 Apr 2019 16:48:31 GMT
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-rc3 uploaded, hopefully fixing all issues.

Subject: Re: U++ 2019.1.rc1 released
Posted by MichaelK on Sat, 13 Apr 2019 17:30:46 GMT
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mirek wrote on Sat, 13 April 2019 18:48-rc3 uploaded, hopefully fixing all issues.
1. Shared libraries still do not work:
D:\Devel\upp\uppsrc\Core\CharSet.h(159): error C3861: 'IsRTL_': identifier not found
D:\Devel\upp\uppsrc\Core\CharSet.h(160): error C3861: 'IsMark_': identifier not found
D:\Devel\upp\uppsrc\Core\CharSet.h(167): error C2556: 'char Upp::ToAscii(int)': overloaded function differs only by re
    turn type from 'int Upp::ToAscii(int)'
D:\Devel\upp\uppsrc\Core\CharSet.h(156): note: see declaration of 'Upp::ToAscii'
D:\Devel\upp\uppsrc\Core\CharSet.h(167): error C2371: 'Upp::ToAscii': redefinition; different basic types
D:\Devel\upp\uppsrc\Core\CharSet.h(156): note: see declaration of 'Upp::ToAscii'
D:\Devel\upp\uppsrc\Core\CharSet.h(167): error C2065: 'ToAscii': undeclared identifier
D:\Devel\upp\uppsrc\Core\CharSet.h(171): error C2668: 'Upp::IsLetter': ambiguous call to overloaded function

D:\Devel\upp\uppsrc\Core\CharSet.h(171): note: could be 'bool Upp::IsLetter(char)'
D:\Devel\upp\uppsrc\Core\CharSet.h(162): note: or 'bool Upp::IsLetter(int)'
D:\Devel\upp\uppsrc\Core\CharSet.h(171): note: while trying to match the argument list '(Upp::dword)'
D:\Devel\upp\uppsrc\Core\CharSet.h(172): error C2668: 'Upp::IsUpper': ambiguous call to overloaded function
D:\Devel\upp\uppsrc\Core\CharSet.h(172): note: could be 'bool Upp::IsUpper(char)'
D:\Devel\upp\uppsrc\Core\CharSet.h(163): note: or 'bool Upp::IsUpper(int)'
D:\Devel\upp\uppsrc\Core\CharSet.h(172): note: while trying to match the argument list '(Upp::dword)'

2. MS dev. tools are not autodetected (I need to add all the SDK directories manually).
3. You might probably want to consider to make U++ IDE to work properly on multimonitor configurations with different monitors resolution. Dialogs Ok and Cancel buttons sometimes are out of screen. I need to maximize the dialog window to be able to press them.
4. How do you search in output window? I mean if I want to search for a compiler error text.

Subject: Re: U++ 2019.1.rc1 released
Posted by mirek on Sat, 13 Apr 2019 17:48:20 GMT
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MichaelK wrote on Sat, 13 April 2019 19:30mirek wrote on Sat, 13 April 2019 18:48-rc3 uploaded, hopefully fixing all issues.
1. Shared libraries still do not work:

They are not supposed to. That option is just 'experimental'.

Quote:
2. MS dev. tools are not autodetected (I need to add all the SDK directories manually).

Now this one is weird, "it works on my machine". Can you please list all SDK directories? Or maybe just send me the .bm file you have produced? And tell how you got the SDK? (I have downloaded Build Tools 2019 and then Community edition of VS 2019...)

Quote:
3. You might probably want to consider to make U++ IDE to work properly on multimonitor configurations with different monitors resolution. Dialogs Ok and Cancel buttons sometimes are out of screen. I need to maximize the dialog window to be able to press them.

OK.

Quote:
4. How do you search in output window? I mean if I want to search for a compiler error text.
[/quote]

Cannot yet, will add.

Thanks for input.

Mirek

Subject: Re: U++ 2019.1.rc1 released
Posted by MichaelK on Sat, 13 Apr 2019 18:02:29 GMT
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> They are not supposed to. That option is just 'experimental'.
Oops, it is the blocker.

Please, see the attached bm file. All SDKs have been set by corresponding versions of MS Visual studio -- I have never set up them separately. I have the following:
<DIR> 10.0.14393.0
<DIR> 10.0.16299.0
<DIR> 10.0.17134.0
<DIR> 10.0.17763.0

I am not sure my bm file is complete -- I have being trying to build shared version only.
So, it would be nice if U++ could switch between SDKs just pointing out the root SDK's directory.

File Attachments
1) MSVC.bm, downloaded 466 times

Subject: Re: U++ 2019.1.rc1 released
Posted by mirek on Sun, 14 Apr 2019 06:15:22 GMT
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MichaelK wrote on Sat, 13 April 2019 20:02> They are not supposed to. That option is just 'experimental'.
Oops, it is the blocker.

Please, see the attached bm file. All SDKs have been set by corresponding versions of MS Visual studio -- I have never set up them separately. I have the following:
<DIR> 10.0.14393.0
<DIR> 10.0.16299.0
<DIR> 10.0.17134.0
<DIR> 10.0.17763.0

I am not sure my bm file is complete -- I have being trying to build shared version only.
So, it would be nice if U++ could switch between SDKs just pointing out the root SDK's directory.

Thanks, this explains it. As we have failed to find any nonambiguos traces of visual studio folders in the registry, we are simply doing the directory scan. You seem to have it installed in non-default folder (not in "microsoft visual studio/2019").

Subject: Re: U++ 2019.1.rc1 released
Posted by mirek on Sun, 14 Apr 2019 09:10:21 GMT
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mirek wrote on Sat, 13 April 2019 19:48MichaelK wrote on Sat, 13 April 2019 19:30mirek wrote on Sat, 13 April 2019 18:48-rc3 uploaded, hopefully fixing all issues.
1. Shared libraries still do not work:

They are not supposed to. That option is just 'experimental'.

I have looked into it and actually managed to make SO work with mingw.

There are caveats: global new/delete overload does not work for some reason, so it defaults back to standard library malloc/free (means no debug checks in debug and performance degradation in release).

But perhaps if one is stuck with mingw, activating SO for debugging might make sense.

Mirek

Subject: Re: U++ 2019.1.rc1 released
Posted by mirek on Fri, 26 Apr 2019 08:29:20 GMT
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MichaelK wrote on Fri, 12 April 2019 20:53Why do you publish upp@ntllib.org email if the server rejects incoming emails? I will copy/paste mine one as is:

Hello,
I have decided to have a look at the Ultimate++ (the latest RC
upp-mingw-12988.7z) and found out that it does not work on Windows. VC
19.20.27508.1 (from the latest VS 16.0.1, please notice the update) just
cannot compile it and g++ cannot compile it as the shared library. Static
FnGraph example is about 100 MB in size for Debug build and this is
extremely inconvenient in practical work (link time is too big that is why
I would prefer shared build).

Related updates: I have submitted the error that blocked U++ compilation to Microsoft and

surprisngly they got fixed in within days. The fix is now released in "Visual Studio Preview 2" and I can confirm that all is now OK.

Unfortunately, they have changed paths to include "Preview"

C:\Program Files (x86)\Microsoft Visual Studio\2019\Preview\VC\Tools\MSVC\14.20.27607\bin\Hostx86\x8 6

, so this particular variant of Visual Studio is not autodetected. I do not plan to chase things like this, so if you want to try with this particular release, you have to setup the buid method manually.

In quite related news, I have replaced mingw linker with clang's lld and that sort of changes everything. You can now completely build U++ GUI example like AddressBook with mingw static in less than 20s, that is including U++. Linking step is now subsecond affair...

Mirek
