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Subject: 2020.1 rc  
Posted by [mirek](#) on Tue, 05 May 2020 09:53:18 GMT  
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Well, I guess it never will be perfect, but current state is good enough....

<https://sourceforge.net/projects/upp/files/upp/2020.1rc/>

If there are no serious issues, these files will become 2020.1 release in a couple of days...

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Subject: Re: 2020.1 rc  
Posted by [Novo](#) on Tue, 05 May 2020 19:29:20 GMT  
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This is, probably, not very important, but still ...

I checked compilation on Linux via "umk CLANG -bsu".

Problems:

benchmarks/stdlist - 'gtk/gtk.h' file not found (weird)

benchmarks/Sort - call to 'Sort\_\_' is ambiguous

benchmarks/CoLoop - copying variable of type 'std::atomic<int>' invokes deleted constructor

benchmarks/BenchmarkTess - crashes Clang ...

benchmarks/AllocMT - use of undeclared identifier 'Parse'; did you mean 'Parser'?

examples/SDLSoundDemo - 'begin\_code.h' file not found

reference/SDL2Uword - 'begin\_code.h' file not found

reference/UWord\_FB - use of undeclared identifier 'K\_PLUS'

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Subject: Re: 2020.1 rc  
Posted by [Novo](#) on Tue, 05 May 2020 20:11:54 GMT  
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In addition to that in Release configuration via "umk CLANG -brus".

reference/FilterStream

reference/Tuple

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Subject: Re: 2020.1 rc  
Posted by [Tom1](#) on Wed, 06 May 2020 11:38:57 GMT  
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Hi Mirek,

Everything I need appears to work here with 2020.1 rc!

Thanks and best regards,

Tom

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Subject: Re: 2020.1 rc  
Posted by [mirek](#) on Wed, 06 May 2020 11:42:07 GMT  
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Novo wrote on Tue, 05 May 2020 21:29: This is, probably, not very important, but still ...  
I checked compilation on Linux via "umk CLANG -bsu".

Problems:

benchmarks/stdlist - 'gtk/gtk.h' file not found (weird)  
benchmarks/Sort - call to 'Sort\_\_' is ambiguous  
benchmarks/CoLoop - copying variable of type 'std::atomic<int>' invokes deleted constructor  
benchmarks/BenchmarkTess - crashes Clang ...  
benchmarks/AllocMT - use of undeclared identifier 'Parse'; did you mean 'Parser'?  
examples/SDLSoundDemo - 'begin\_code.h' file not found  
reference/SDL2Uword - 'begin\_code.h' file not found  
reference/UWord\_FB - use of undeclared identifier 'K\_PLUS'

Thanks. Might help for the next release.

That said, benchmarks are just development, problems there are OK. SDLSoundDemo /  
SDL2Uword - it seems like there might be a problem with your SDL2 installation.

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Subject: Re: 2020.1 rc  
Posted by [Novo](#) on Wed, 06 May 2020 14:58:49 GMT  
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mirek wrote on Wed, 06 May 2020 07:42

SDLSoundDemo / SDL2Uword - it seems like there might be a problem with your SDL2  
installation.

Nope. My SDL2 installation installation is fine.

I have libSDL2-dev installed.

This is a bug with SDL2 itself.

Line #include "begin\_code.h" in SDL\_platform.h is supposed to look like

#include <SDL2/begin\_code.h>

For the time being it can be fixed by adding "/usr/include/SDL2" as an include path for POSIX  
platforms to the Synth package ...

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Subject: Re: 2020.1 rc  
Posted by [mirek](#) on Wed, 06 May 2020 16:45:42 GMT  
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That is rather looking like compiler bug. #include " is supposed to look into the current directory  
first.

Really weird. I have got `#include "begin_code.h"` in `SDL_platform.h` and everything works just fine, no fixes nor include paths added anywhere....

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Subject: Re: 2020.1 rc  
Posted by [Novo](#) on Wed, 06 May 2020 17:47:36 GMT  
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mirek wrote on Wed, 06 May 2020 12:45 That is rather looking like compiler bug. `#include "` is supposed to look into the current directory first.

Really weird. I have got `#include "begin_code.h"` in `SDL_platform.h` and everything works just fine, no fixes nor include paths added anywhere....  
Below is what I have on my machine (Ubuntu 20.04):

```
#include <SDL2/_real_SDL_config.h> (SDL_config.h)
_real_SDL_config.h is located in /usr/include/x86_64-linux-gnu/SDL2/
It contains #include "SDL_platform.h", which is supposed to be located in
/usr/include/x86_64-linux-gnu/SDL2/
And it can be found there. It is just a link: SDL_platform.h -> ../../SDL2/SDL_platform.h
So, compiler is looking for "begin_code.h" in /usr/include/x86_64-linux-gnu/SDL2/, but it is
supposed to be looking in /usr/include/SDL2/ ...
I doubt this is a bug with Clang ...
```

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Subject: Re: 2020.1 rc  
Posted by [Novo](#) on Wed, 06 May 2020 17:54:36 GMT  
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Well, I checked the same project with GCC, and it is fine.  
Looks like a bug with either Clang or GCC ...

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Subject: Re: 2020.1 rc  
Posted by [Novo](#) on Wed, 06 May 2020 18:12:06 GMT  
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No matter whose fault is that, SDL2 cannot be used with Clang on Linux without adding of a system-wide include path ...

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Subject: Re: 2020.1 rc  
Posted by [mirek](#) on Wed, 06 May 2020 22:05:19 GMT  
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Novo wrote on Wed, 06 May 2020 20:12No matter whose fault is that, SDL2 cannot be used with Clang on Linux without adding of a system-wide include path ...

I thing you generalize too much. It works out of box in ubuntu and rapsbian.. Either way, this is not our problem to fix.

Mirek

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Subject: Re: 2020.1 rc  
Posted by [Novo](#) on Thu, 07 May 2020 03:56:44 GMT  
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mirek wrote on Wed, 06 May 2020 18:05Novo wrote on Wed, 06 May 2020 20:12No matter whose fault is that, SDL2 cannot be used with Clang on Linux without adding of a system-wide include path ...

I thing you generalize too much. It works out of box in ubuntu and rapsbian.. Either way, this is not our problem to fix.

Mirek

This is entirely up to you. :roll:

I'm just a messenger. :roll:

I just tested U++ and found several problems.

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Subject: Re: 2020.1 rc  
Posted by [Novo](#) on Thu, 07 May 2020 04:02:14 GMT  
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Another problem. I tried to build a shared object on Linux using flag DLL and got a bunch of "recompile with -fPIC" messages.  
Code wasn't compiled with -fPIC.  
Sorry for reporting problems ... :blush:

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Subject: Re: 2020.1 rc  
Posted by [mirek](#) on Thu, 07 May 2020 07:14:28 GMT  
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Try to add "SO" too.

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Subject: Re: 2020.1 rc  
Posted by [Novo](#) on Thu, 07 May 2020 16:00:44 GMT  
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mirek wrote on Thu, 07 May 2020 03:14Try to add "SO" too.

Thanks.

"SO" has a different purpose. It turns each module into a shared object.

"SO" allows me to compile my project, but instead of one shared object I get a whole bunch of them.

Another small issue. My DLL is named "project.dll" on Linux ... :roll:

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Subject: Re: 2020.1 rc

Posted by [mirek](#) on Thu, 07 May 2020 16:20:28 GMT

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Novo wrote on Thu, 07 May 2020 18:00mirek wrote on Thu, 07 May 2020 03:14Try to add "SO" too.

Thanks.

"SO" has a different purpose. It turns each module into a shared object.

"SO" allows me to compile my project, but instead of one shared object I get a whole bunch of them.

Another small issue. My DLL is named "project.dll" on Linux ... :roll:

I am afraid that what you need is not yet supported.

We can do that for the next release.

Mirek

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