
Subject: 2020.2 'upcoming'

Posted by [mirek](#) on Tue, 25 Aug 2020 08:46:58 GMT

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I believe it is time to release again! Please help me extend this list (so far I have only added parts that I have committed...)

Release highlights

* This release is mostly about optimizations, using SIMD and multithreading.

Core

* memset*, memcpy*, memeq*, memhash SIMD optimised inlined routines (* = 8, 16, 32, 64, 128)

* String comparison is yet again optimised

* Using 64 bit hashes on 64 bit CPUS

Draw, Painter

* SIMD optimizations (Intel SSE2 and ARM NEON) of graphics related routines

Ide

* C++ Assist parser in TheIDE is now multithreaded and some parts run in background

* Navigator now can search for files too

* The errors now can be directly googled

SQL

* plugin/Sqlite3: Updated to 3.33

uppsrc

* Improved support for OpenSolaris derived systems, FreeBSD and OpenBSD

Subject: Re: 2020.2 'upcoming'

Posted by [Oblivion](#) on Tue, 25 Aug 2020 10:35:20 GMT

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Great news, and thank you for your efforts!

My commits:

Core/SSH:

* Fixed a truncation issue with SshExec. It can now handle large outputs up to 2 GiB.

As for the Turtle:

The port to VirtualGui is done. Currently I am testing it for regressions.

Unless the release is imminent (within two weeks) I am confident that I can commit the changes via SVN and get it ready before 2020.2

Best regards,
Oblivion

Subject: Re: 2020.2 'upcoming'
Posted by [mirek](#) on Tue, 25 Aug 2020 10:46:35 GMT
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Oblivion wrote on Tue, 25 August 2020 12:35: Great news, and thank you for your efforts!

My commits:

Core/SSH:

* Fixed a truncation issue with SshExec. It can now handle large outputs up to 2 GiB.

As for the Turtle:

The port to VirtualGui is done. Currently I am testing it for regressions.
Unless the release is imminent (within two weeks) I am confident that I can commit the changes via SVN and get it ready before 2020.2

Best regards,
Oblivion

Well, based on past experiences, I would say end of september/early october is the most likely.

I have one bug to fix (some dekstop issue with RPI) and one another maybe (weird socket behaviour in OpenIndiana/Solaris - but not sure it is really worth fixing given the number of potential users there .

Updating CLANG and perhaps some libraries that ship with Win32 would be nice as well.

Mirek

Subject: Re: 2020.2 'upcoming'
Posted by [Novo](#) on Thu, 27 Aug 2020 21:49:20 GMT
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I believe you forgot to mention that Ide can cross-compile now.

Subject: Re: 2020.2 'upcoming'

Posted by [koldo](#) on Tue, 01 Sep 2020 08:04:29 GMT

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ScatterDraw

* Added SetDataSourceInternal() to internally host data

ScatterCtrl

* Added ScatterWindowPool

Subject: Re: 2020.2 'upcoming'

Posted by [koldo](#) on Wed, 02 Sep 2020 05:47:07 GMT

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plugin/Eigen

* Updated to master branch commit C1D944DD (9/May/2020)

Subject: Re: 2020.2 'upcoming'

Posted by [Klugier](#) on Fri, 04 Sep 2020 08:55:51 GMT

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Hello Mirek,

I observed some issues with Assist++ in bazaar/GoogleMockExample. If I modify it like this the problem is fully reproducible:

```
TEST(CarRepairShopTest, ServiceChecksAllMainCarElements) {  
    MockCar car;  
    CarRepairShop repairShop;  
    repairShop.// Asist++ from here - nothing happens!!!
```

```
    EXPECT_CALL(car,  
        ReadRegistrationNumbers()).WillOnce(::testing::Return(String(CAR_REGISTRATION_NUMBER)  
    ));  
    EXPECT_CALL(car, OpenHood()).Times(::testing::AtLeast(1));  
  
    EXPECT_TRUE(repairShop.Service(car));  
}
```

It seems that Assist++ doesn't understand TEST and TEST_F macros very well.

Klugier

Subject: Re: 2020.2 'upcoming'

Posted by [mirek](#) on Fri, 25 Sep 2020 07:09:24 GMT

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I think I am ready to release first rc1. Is there any reason not to?

Mirek

Subject: Re: 2020.2 'upcoming'

Posted by [mirek](#) on Tue, 29 Sep 2020 09:52:23 GMT

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mirek wrote on Fri, 25 September 2020 09:09 I think I am ready to release first rc1. Is there any reason not to?

Mirek

OK, obviously we can't, as Klugier decided that this the best time to improve everything. Like moving menu items around, adding icons and other important stuff...

Subject: Re: 2020.2 'upcoming'

Posted by [Klugier](#) on Tue, 29 Sep 2020 10:50:07 GMT

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Hello Mirek,

I will do not touch anything to the release date I will target this "minor" improvements in the 2020.2 release and now let's focus only on major issues (like compilation warnings, crashes etc.).

Klugier

Subject: Re: 2020.2 'upcoming'

Posted by [Novo](#) on Sat, 03 Oct 2020 15:15:18 GMT

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BTW, Upp is currently broken.

reference/SqlArray

/home/ssg/.local/soft/bb-worker/worker/l-upp/build/uppsrc/plugin/sqlite3/Sqlite3upp.cpp:440:23:

error: use of undeclared identifier 'retval'

```
    ASSERT(SQLITE_OK == retval);
```

```
        ^
```

Subject: Re: 2020.2 'upcoming'

Posted by [mirek](#) on Sun, 04 Oct 2020 07:56:11 GMT

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Novo wrote on Sat, 03 October 2020 17:15BTW, Upp is currently broken.

reference/SqlArray

/home/ssg/.local/soft/bb-worker/worker/l-upp/build/uppsrc/plugin/sqlite3/Sqlite3upp.cpp:440:23:

error: use of undeclared identifier 'retval'

```
    ASSERT(SQLITE_OK == retval);
```

```
        ^
```

Thanks. That happens if you start fixing warnings in release mode...

Mirek

Subject: Re: 2020.2 'upcoming'

Posted by [Klugier](#) on Sun, 04 Oct 2020 09:40:26 GMT

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Hello Mirek,

It seems that now the release mode is broken (Clang - Linux):

```
/home/klugier/upp/uppsrc/plugin/sqlite3/Sqlite3upp.cpp (436): error: expected ';' after expression
```

```
() : DEBUGCODE(int retval =)
```

```
() ;
```

```
() : 1 error generated.
```

Why do not completely remove this line...

Klugier

Subject: Re: 2020.2 'upcoming'

Posted by [mirek](#) on Sun, 04 Oct 2020 10:43:08 GMT

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Klugier wrote on Sun, 04 October 2020 11:40Hello Mirek,

It seems that now the release mode is broken (Clang - Linux):

```
/home/klugier/upp/uppsrc/plugin/sqlite3/Sqlite3upp.cpp (436): error: expected ';' after expression
```

```
() : DEBUGCODE(int retval =)
```

```
() ;
```

```
() : 1 error generated.
```

Why do not completely remove this line...

Klugier

Ops. Well, because there is one additional check in the ASSERT which is worth it. I will reformulate the whole thing...

Subject: Re: 2020.2 'upcoming'
Posted by [Tom1](#) on Wed, 07 Oct 2020 12:23:35 GMT
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Hi,

I have not been printing in a while and now I just found myself in trouble with it. Here's a testcase:

```
#include <CtrlLib/CtrlLib.h>
#include <Painter/Painter.h>

using namespace Upp;

GUI_APP_MAIN
{
    PrinterJob job;
    if(job.Execute()){
        Draw &draw=job.GetDraw();

        draw.StartPage();
        draw.BeginNative();

        Size size=draw.GetPagePixels();
        Size DPI=draw.GetPixelsPerInch();

        Rect drawrect=size;
        PaintingPainter dp(size);

        dp.Clear(White());
        dp.Move(0,0);
        dp.Line(size.cx,size.cy);
        dp.Stroke(3,Black());
        dp.Move(0,size.cy);
        dp.Line(size.cx,0);
        dp.Stroke(3,Black());
        dp.Move(0,0).Line(size.cx,0).Line(size.cx,size.cy).Line(0,size.cy).Line(0,0);
        dp.Stroke(3,Black());

        dp.Circle(size.cx/2,size.cy/2,min(size.cx,size.cy)/2).Stroke(2,Black());

/* // It nearly works via ImageBuffer
    ImageBuffer ib(size);
```

```
BufferPainter w(ib);
w.Paint(dp.GetResult());
draw.DrawImage(0,0,Image(ib));
*/
// But clearly fails via direct DrawPainting
draw.DrawPainting(drawrect,dp.GetResult());

draw.EndNative();
draw.EndPage();
}
}
```

Using DrawPainting results in a catastrophic mess. DrawImage is just a little bit 'edgy' on PDF prints, but just fine on laser printer.

I guess this issue has been around at least since 2020.1.

Best regards,

Tom

Subject: Re: 2020.2 'upcoming'
Posted by [mirek](#) on Wed, 07 Oct 2020 13:10:52 GMT
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Printing is now fixed.

Can you elaborate on pdf issue? Is that pdf printed through Windows print, or are you using U++ pdf output?

Mirek

Subject: Re: 2020.2 'upcoming'
Posted by [mirek](#) on Wed, 07 Oct 2020 13:24:41 GMT
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With PDF I have checked both (through windows and pdf alone); there is actually a bug in Acrobat Reader that makes some raster images "rough", I know about that for a long time - you can prove that by zooming in and artifacts tend to disappear.

However, the process was also hindered on our part by not using antialiasing for printer output. That is now fixed. I think PDF output could be better, but is definitely acceptable.

Mirek

Subject: Re: 2020.2 'upcoming'
Posted by [Tom1](#) on Wed, 07 Oct 2020 13:33:54 GMT
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Hi Mirek,

Thanks for the prompt reaction! The non-ImageBuffer version is now at least as good as the ImageBuffer version.

The PDF printing was done through Windows print to PDF. Please find attached the result. When viewing and zooming in severely on Edge or Firefox, you can see some continuity issues especially on the nearly horizontal parts of the circle. I think this could be somehow related to compression of blocks and anti-aliasing on the block edges.

Best regards,

Tom

File Attachments

1) [UppTestPrint.pdf](#), downloaded 274 times

Subject: Re: 2020.2 'upcoming'
Posted by [Tom1](#) on Wed, 07 Oct 2020 13:45:19 GMT
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Yes, I agree. It is much better now!

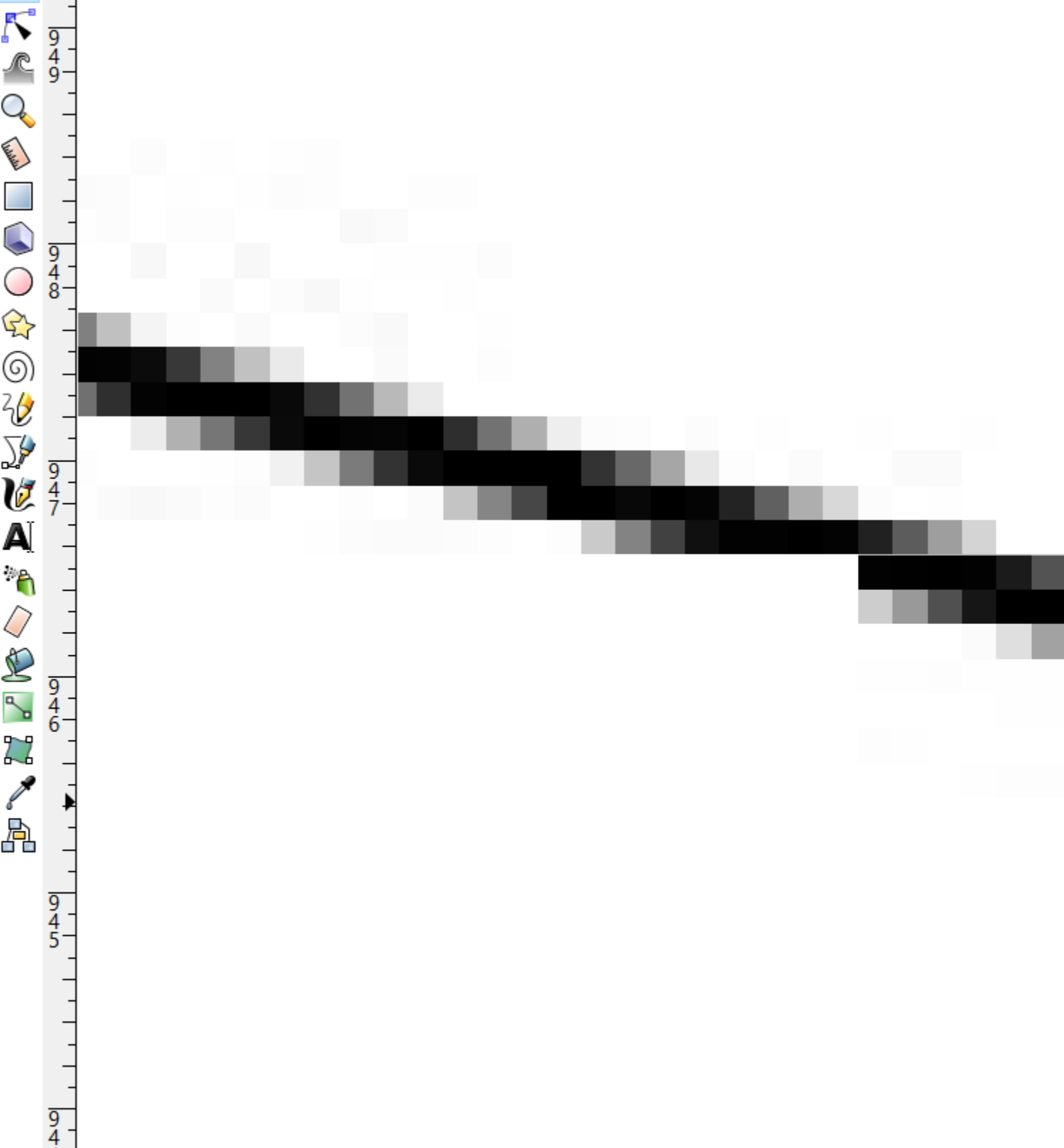
Anyway, here's a zoom-in of the 'edgy' fine detail when displayed in Inkscape.

Best regards,

Tom

File Attachments

1) [UppTestPrint-NewVersion-ZoomedIn.png](#), downloaded 356 times



Subject: Re: 2020.2 'upcoming'
Posted by [mirek](#) on Wed, 07 Oct 2020 15:39:11 GMT
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Tom1 wrote on Wed, 07 October 2020 15:45 Yes, I agree. It is much better now!

Anyway, here's a zoom-in of the 'edgy' fine detail when displayed in InkScape.

Best regards,

Tom

I am afraid at this point this cannot be fixed easily, definitely not when using printer output to pdf.

Mirek

Subject: Re: 2020.2 'upcoming'
Posted by [Tom1](#) on Wed, 07 Oct 2020 17:41:26 GMT
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Hi Mirek,

In this case the important thing is that printing to normal printers work properly. And that's working now. Thanks!

PDF is not currently one of my priorities. I just used it (Windows print to PDF) to see what actually goes to the printer. It is far easier to zoom in a PDF than it is to see any minor details on a 600-1200 dpi paper print...

So, from my point of view it's all good now.

As for the distant future: Maybe a Painting could be directly saved as a vector based PDF file without intermediate rasterization. (After quite some hours of work, I'm afraid...)

(Thinking of Painting <-> SVG, Painting <-> PDF, etc...)

Thanks and best regards,

Tom

Subject: Re: 2020.2 'upcoming'
Posted by [Novo](#) on Wed, 07 Oct 2020 18:20:13 GMT
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In case you didn't know, Upp on Mac is broken.

----- plugin/pcrc (GUI CLANG SHARED POSIX BSD OSX) (35 / 39)

```
/Users/ssg/.local/soft/bb-worker/worker/m-upp/build/uppsrc/CodeEditor/CodeEditor.cpp:869:2:
error: expected expression
    DDUMPHEX(code);
    ^
```

```
/Users/ssg/.local/soft/bb-worker/worker/m-upp/build/uppsrc/Core/Diag.h:108:26: note: expanded
from macro 'DDUMPHEX'
#define DDUMPHEX(nx)    @ // To clean logs after debugging, this produces error in release
mode
                        ^
```

1 error generated.

Subject: Re: 2020.2 'upcoming'
Posted by [mirek](#) on Wed, 07 Oct 2020 19:04:19 GMT
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Novo wrote on Wed, 07 October 2020 20:20In case you didn't know, Upp on Mac is broken.

----- plugin/pcre (GUI CLANG SHARED POSIX BSD OSX) (35 / 39)

```
/Users/ssg/.local/soft/bb-worker/worker/m-upp/build/uppsrc/CodeEditor/CodeEditor.cpp:869:2:
error: expected expression
    DDUMPHEX(code);
    ^
```

```
/Users/ssg/.local/soft/bb-worker/worker/m-upp/build/uppsrc/Core/Diag.h:108:26: note: expanded
from macro 'DDUMPHEX'
#define DDUMPHEX(nx)    @ // To clean logs after debugging, this produces error in release
mode
                        ^
```

1 error generated.

Thanks, should be now fixed.
