

---

Subject: 2020.2rc1

Posted by [mirek](#) on Thu, 08 Oct 2020 10:33:55 GMT

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---

First attempt at release:

<https://sourceforge.net/projects/upp/files/upp/2020.2rc1/>

Please test.

---

---

Subject: Re: 2020.2rc1

Posted by [Klugier](#) on Thu, 08 Oct 2020 10:46:12 GMT

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---

Hello Mirek,

I observed crash on mac (but only reproducible with the touchpad). All you need to do i just press command and execute scroll gesture on touchpad in code editor (TheIDE). The equivalent with mouse works correctly without crash.

Klugier

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Subject: Re: 2020.2rc1

Posted by [mirek](#) on Thu, 08 Oct 2020 17:24:22 GMT

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---

Klugier wrote on Thu, 08 October 2020 12:46Hello Mirek,

I observed crash on mac (but only reproducible with the touchpad). All you need to do i just press command and execute scroll gesture on touchpad in code editor (TheIDE). The equivalent with mouse works correctly without crash.

Klugier

I am unable to reproduce, there must be something special. If it is reproducible for you, can you e.g. post a screenshot just before it? Also, if it crashes in debug mode too, macos should provide you with stack trace, it would be very helpful to have it...

In fact, I think even release mode stack trace could provide me some pointers...

Mirek

---

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Subject: Re: 2020.2rc1

Posted by [jimlef](#) on Thu, 08 Oct 2020 17:25:11 GMT

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---

On Linux Mint 20, with my little program, no issues so far.

---

---

Subject: Re: 2020.2rc1

Posted by [Klugier](#) on Thu, 08 Oct 2020 20:15:58 GMT

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---

Jim

This is macOS only issue and touchpad. On Linux and Windows everything works as expected.

I dig more with it and it seems like infinite loop not crash. On Linux and Windows everything works as expected. However, no luck with gdb with TheIDE on mac. However, with codesign I manage to launch executable (ide) inside gdb.

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Subject: Re: 2020.2rc1

Posted by [mirek](#) on Thu, 08 Oct 2020 21:47:46 GMT

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---

Klugier wrote on Thu, 08 October 2020 22:15Jim

This is macOS only issue and touchpad. On Linux and Windows everything works as expected.

I dig more with it and it seems like infinite loop not crash. On Linux and Windows everything works as expected. However, no luck with gdb with TheIDE on mac. However, with codesign I manage to launch executable (ide) inside gdb.

Thanks!

Mirek

---

---

Subject: Re: 2020.2rc1

Posted by [mirek](#) on Thu, 08 Oct 2020 21:48:15 GMT

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---

jimlef wrote on Thu, 08 October 2020 19:25On Linux Mint 20, with my little program, no issues so far.

Thanks for reporting.

Mirek

---

---

Subject: Re: 2020.2rc1

Posted by [omari](#) on Fri, 09 Oct 2020 09:11:52 GMT

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---

mirek wrote on Thu, 08 October 2020 18:24Klugier wrote on Thu, 08 October 2020 12:46Hello Mirek,

I observed crash on mac (but only reproducible with the touchpad). All you need to do i just press command and execute scroll gesture on touchpad in code editor (TheIDE). The equivalent with mouse works correctly without crash.

Klugier

I am unable to reproduce, there must be something special. If it is reproducible for you, can you e.g. post a screenshot just before it? Also, if it crashes in debug mode too, macos should provide you with stack trace, it would be very helpful to have it...

In fact, I think even release mode stack trace could provide me some pointers...

Mirek

I can reproduce it with this code:

```
#include <CodeEditor/CodeEditor.h>
```

```
GUI_APP_MAIN
```

```
{  
  Upp::CodeEditor ed;  
  Upp::TopWindow w;  
  w.SetRect(0, 0, 400, 400);  
  w.Add(ed.SizePos());  
  w.Run();  
}
```

just try to zoom in/out using two fingers while the command button is pressed.  
here the stack trace:

### File Attachments

1) [bt.txt.xz](#), downloaded 267 times

---

Subject: Re: 2020.2rc1

Posted by [mirek](#) on Fri, 09 Oct 2020 15:17:08 GMT

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---

Thank you, macos freeze issue should be now fixed. Please test.

---

---

Subject: Re: 2020.2rc1  
Posted by [omari](#) on Fri, 09 Oct 2020 15:39:43 GMT  
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---

Yes, fixed.  
Thank you Mirek.

---

Subject: Re: 2020.2rc1  
Posted by [Oblivion](#) on Fri, 09 Oct 2020 18:11:46 GMT  
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---

EDIT: Nevermind. Not a bug. A local configuration problem...

Best regards,  
Oblivion

---

Subject: Re: 2020.2rc1  
Posted by [jimlef](#) on Sat, 10 Oct 2020 01:57:05 GMT  
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---

Has anyone else tried to create a new project on mac? Can't seem to start in a valid folder...  
Fresh unpacking of the package 15125 on Catalina.  
Executing ~/upp/theide.app produces the following output when selecting new package:

Found the config file in ~/.config/u++/theide/ where MyApps.var contains

```
UPP =  
"/private/var/folders/fk/z0t14vn90gzb3gccg36z97lm0000gq/T/AppTranslocation/17F5F822-D129-4  
BEB-9E23-DEFA6BD71CCB/d/MyApps;/Users/jim/upp/uppsrc";  
OUTPUT = "/Users/jim/.cache/upp.out";
```

As I said, this was a first time install and run... no prior version.

## File Attachments

1) [Untitled.png](#), downloaded 816 times

---

Assembly	Package (C
examples	
examples-bazaar	
<b>MyApps</b>	
MyApps-bazaar	
reference	
tutorial	
uppsrc	

Create new package

Package name

Package description

Create in  ▾

Template
<empty>
Android SDK application (no U++)
Console application (no U++)
SDL project (no U++)
U++ Basic CtrlLib application
U++ Basic Turtle application
U++ Core console project
U++ Core with SDL
U++ CtrlLib application with main window
U++ Skylark Web application
U++ Turtle application with main window
Win32 API project (no U++)
Win32 DLL project (no U++)

Cancel Create

Subject: link errors with new(std::nothrow)  
Posted by [wimpie](#) on Sun, 11 Oct 2020 15:00:44 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Hello,

I was trying this release on windows and it gives link errors when using new(std::nothrow)

It is probably related to the issue discussed here

It's not a very big deal, I can change the original code and it also goes away when using STD\_NEWDELETE flag but still wanted to mention it.

Anyway, keep up the great work! I'm still very happy with U++

regards,

Wimpie

---

---

Subject: Re: 2020.2rc1  
Posted by [Klugier](#) on Sun, 11 Oct 2020 16:10:09 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Hello,

Jim thanks for reporting. We will need to take a look at it before a release. We should have valid directory for MyApp after installation on macOS. This is important from the stability point of view.

I also find another bug. When executing following command line TheIDE opens Bombs, but when you open for example .iml file or one more time .cpp file the content of the file is empty (GNU/Linux):

```
./theide examples Bombs
```

The reason for that is that package files are open in uppsrc assembly instead of examples:

```
~/upp/uppsrc/Bombs/bombs.iml
```

When valid path is:

```
~/upp/examples/Bombs/bombs.iml
```

Klugier

---

---

Subject: Re: 2020.2rc1  
Posted by [jimlef](#) on Sun, 11 Oct 2020 18:05:21 GMT  
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---

Klugier - I notice the same thing - when you click on say bombs.iml, it shows in the title line /home/james/MyApps/Bombs/Bombs.iml - notice there it's not the correct root directory.

---

Subject: Re: link errors with new(std::nothrow)  
Posted by [mirek](#) on Sun, 11 Oct 2020 18:21:44 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

wimpie wrote on Sun, 11 October 2020 17:00Hello,

I was trying this release on windows and it gives link errors when using new(std::nothrow)

It is probably related to the issue discussed here

It's not a very big deal, I can change the original code and it also goes away when using STD\_NEWDELETE flag but still wanted to mention it.

Anyway, keep up the great work! I'm still very happy with U++

regards,

Wimpie

Yes, I am afraid this will have to wait to be fixed in clang...

Mirek

---

Subject: Re: 2020.2rc1  
Posted by [mirek](#) on Sun, 11 Oct 2020 19:01:42 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Klugier wrote on Sun, 11 October 2020 18:10Hello,

Jim thanks for reporting. We will need to take a look at it before a release. We should have valid directory for MyApps after installation on macOS. This is important from the stability point of view.

I also find another bug. Whne executing following command line TheIDE opens Bombs, but when you open for example .iml file or one more time .cpp file the content of the file is empty (GNU/Linux):

./theide examples Bombs

The reason for that is that package files are open in uppsrc assembly instead of examples:

~/upp/uppsrc/Bombs/bombs.iml

When valid path is:

~/upp/examples/Bombs/bombs.iml

Klugier

Hopefully fixed.

---

---

Subject: Re: 2020.2rc1

Posted by [Klugier](#) on Sun, 11 Oct 2020 19:12:49 GMT

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---

Hello Mirek,

Works like a charm

Klugier

---

---

Subject: Re: 2020.2rc1

Posted by [JeyCi](#) on Mon, 12 Oct 2020 04:49:31 GMT

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---

mirek wrote on Thu, 08 October 2020 12:33First attempt at release.  
is there a release for Windows-32x (with mingw)?

---

---

Subject: Re: 2020.2rc1

Posted by [mirek](#) on Mon, 12 Oct 2020 07:49:42 GMT

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---

JeyCi wrote on Mon, 12 October 2020 06:49mirek wrote on Thu, 08 October 2020 12:33First attempt at release.  
is there a release for Windows-32x (with mingw)?

No. I am sorry, but somehow I do not see the point having that...

Mirek

---

---

Subject: Re: 2020.2rc1

Posted by [JeyCi](#) on Mon, 12 Oct 2020 08:22:25 GMT

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---

so, windows 32x is not supported anymore at all - in versions higher than 13664?.. or your answer concerns only v. with mingw compiler?.. (sorry that my question was so concrete about the compiler). and thanks for your reply

---

Subject: Re: 2020.2rc1

Posted by [mirek](#) on Mon, 12 Oct 2020 09:49:51 GMT

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---

JeyCi wrote on Mon, 12 October 2020 10:22so, windows 32x is not supported anymore at all - in versions higher than 13664?.. or your answer concerns only v. with mingw compiler?.. (sorry that my question was so concrete about the compiler). and thanks for your reply

You can produce windows 32-bit applications out of box (in Win64).

You just cannot run development environment on windows 32-bit. I believe that is sooo niche that it is not worth supporting... I do not see any reason why anybody would rather run 32-bit windows instead of 64 on development box.

BTW, chances that your CPU is not 64bit capable are virtually nil and you can upgrade to Win10 64bit for free...

Mirek

---

Subject: Re: 2020.2rc1

Posted by [Novo](#) on Mon, 12 Oct 2020 18:10:37 GMT

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---

I tried to build Upp in Alpine Linux (the one used by Docker) and got the following error (in Debug):

```
/home/buildbot/dvlp/cpp/code/upp/git/uppsrc/Core/Util.cpp:49: undefined reference to `backtrace'  
/usr/bin/ld: /home/buildbot/dvlp/cpp/code/upp/git/uppsrc/Core/Util.cpp:50: undefined reference to  
`backtrace_symbols'
```

The problem can be fixed by adding of  
`DEBUG_LINK = "-lexecinfo";`  
to a build method.

But I believe this dependency should be detected automatically.

It would be great to fix that because that will make Upp easier to use with Docker.

---

Subject: Re: 2020.2rc1

Posted by [mirek](#) on Mon, 12 Oct 2020 21:15:56 GMT

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---

Novo wrote on Mon, 12 October 2020 20:10I tried to build Upp in Alpine Linux (the one used by Docker) and got the following error (in Debug):  
/home/buildbot/dvlp/cpp/code/upp/git/uppsrc/Core/Util.cpp:49: undefined reference to `backtrace'  
/usr/bin/ld: /home/buildbot/dvlp/cpp/code/upp/git/uppsrc/Core/Util.cpp:50: undefined reference to `backtrace\_symbols'

The problem can be fixed by adding of

```
DEBUG_LINK = "-lexecinfo";
```

to a build method.

But I believe this dependency should be detected automatically.

It would be great to fix that because that will make Upp easier to use with Docker.

Or we can just remove backtrace? I do not remember a single time it helped and this is continuous nuisance on all systems...

---

---

Subject: Re: 2020.2rc1

Posted by [mirek](#) on Mon, 12 Oct 2020 21:46:46 GMT

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---

mirek wrote on Mon, 12 October 2020 23:15Novo wrote on Mon, 12 October 2020 20:10I tried to build Upp in Alpine Linux (the one used by Docker) and got the following error (in Debug):  
/home/buildbot/dvlp/cpp/code/upp/git/uppsrc/Core/Util.cpp:49: undefined reference to `backtrace'  
/usr/bin/ld: /home/buildbot/dvlp/cpp/code/upp/git/uppsrc/Core/Util.cpp:50: undefined reference to `backtrace\_symbols'

The problem can be fixed by adding of

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DEBUG_LINK = "-lexecinfo";
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But I believe this dependency should be detected automatically.

It would be great to fix that because that will make Upp easier to use with Docker.

Or we can just remove backtrace? I do not remember a single time it helped and this is continuous nuisance on all systems...

I have put the whole function on #ifdef, so hopefully tomorrow release will be fixed...

---

---

Subject: Re: 2020.2rc1

Posted by [Novo](#) on Mon, 12 Oct 2020 22:21:59 GMT

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---

mirek wrote on Mon, 12 October 2020 17:15

Or we can just remove backtrace? I do not remember a single time it helped and this is continuous nuisance on all systems...

---

I'm personally fine with that.  
Your change has fixed the problem.  
Thanks!

Ideally it would be great to provide Docker file/files for Upp. People seem to like Docker.

---

---

Subject: Re: 2020.2rc1  
Posted by [mirek](#) on Mon, 12 Oct 2020 22:46:09 GMT  
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---

Novo wrote on Tue, 13 October 2020 00:21 mirek wrote on Mon, 12 October 2020 17:15  
Or we can just remove backtrace? I do not remember a single time it helped and this is continuous nuisance on all systems...  
I'm personally fine with that.  
Your change has fixed the problem.  
Thanks!

Ideally it would be great to provide Docker file/files for Upp. People seem to like Docker.

I am in if you will provide me with some "seed" docker (so that I can automate it later). But not for this release.

Mirek

---

---

Subject: Re: 2020.2rc1  
Posted by [Novo](#) on Tue, 13 Oct 2020 00:22:57 GMT  
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---

mirek wrote on Mon, 12 October 2020 17:46  
I have put the whole function on #ifdef, so hopefully tomorrow release will be fixed...  
You also need to do the same thing to the code below  
`#if defined(PLATFORM_POSIX) && defined(COMPILER_GCC) &&  
!defined(PLATFORM_ANDROID)  
# include <execinfo.h>  
# include <cxxabi.h>  
#endif`

execinfo.h is not available by default in Alpine Linux.

---

---

Subject: Re: 2020.2rc1  
Posted by [mirek](#) on Tue, 13 Oct 2020 07:55:21 GMT  
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---

Novo wrote on Tue, 13 October 2020 02:22mirek wrote on Mon, 12 October 2020 17:46  
I have put the whole function on #ifdef, so hopefully tomorrow release will be fixed...  
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#if defined(PLATFORM\_POSIX) && defined(COMPILER\_GCC) &&  
!defined(PLATFORM\_ANDROID)  
# include <execinfo.h>  
# include <cxxabi.h>  
#endif

execinfo.h is not available by default in Alpine Linux.

Done. Sorry for missing that, it was late...

---

Subject: Re: 2020.2rc1  
Posted by [Klugier](#) on Tue, 13 Oct 2020 22:26:15 GMT  
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Hello Jim,

I manage to reproduce the issue with wrong "MyApps" folder on mac. What is bad is that our 2020.1 release is affected by this issue. We will work on the fix. One more time thanks for reporting!

When the new version of TheIDE will be available you will need to restart assemblies setup (to restore correct assembly path for MyApps). To do it just execute following line in your terminal:

```
rm -rf ~/.config/u++
```

Klugier

---

Subject: Re: 2020.2rc1  
Posted by [jimlef](#) on Wed, 14 Oct 2020 02:02:55 GMT  
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Glad I was able to give a little back Thanks for the tip!

---

Subject: Re: 2020.2rc1  
Posted by [Klugier](#) on Wed, 14 Oct 2020 18:52:54 GMT  
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Hello Jim,

macOS issue should be solve toomorrow. Just clean cache as I suggest in previous post and everything should work correctly. You could now port your new apps on macOS

I found one more issue. Not critical from the stability point of view, but for the general usability for users. A lot of uppsrc package has lack of description. When you add uppsrc dependency to your project you analyze this short description and on this basis you made the decision whenever package fits to your project/package or not.

Here is the screenshot:


Mirek, do we need package called plugin/zstd\_legacy? Seems like something we do not want to have...

Klugier

### File Attachments

1) [NoDescriptionsForUppsrcPackages.png](#), downloaded 698 times

## Select package

Package (101)	Nest	Description
 <b>AllForI18n</b>	uppsrc	This package serves to gather all sources for language
 <b>AnalyzeMap</b>	uppsrc	Utility to analyze .map files
 art/BlueBar	uppsrc	Visual style for ToolBar and MenuBar
 <b>BuildAll</b>	uppsrc	Utility that builds all U++ examples
 <b>CbGen</b>	uppsrc	Utility to generate (long and repetitive) callback C++ s
 CodeEditor	uppsrc	The source files edit, derived from CtrlLib's LineEdit
 Common	uppsrc	
 Core	uppsrc	Non-GUI code. Streams, NTL containers, concrete typ
 Core/POP3	uppsrc	Post Office Protocol, version 3 encapsulation. Author
 Core/Rpc	uppsrc	XML-RPC support package (both server and client stu
 Core/SMTP	uppsrc	Simple Mail Transfer Protocol
 Core/SSH	uppsrc	SSH protocol encapsulation., using libssh2.
 Core/SSL	uppsrc	OpenSSL based SSL support for Core
 CppBase	uppsrc	Partly heuristic (imprecise) C++ parser for purposes o
 <b>Crash</b>	uppsrc	Utility to examine content of .crash and .map files
 CtrlCore	uppsrc	GUI core system
 CtrlLib	uppsrc	Basic library of GUI elements
 Docedit	uppsrc	
 Docking	uppsrc	Window Docking framework
 docpp	uppsrc	
 DocTypes	uppsrc	
 Draw	uppsrc	Fundamental graphics operations, including raster in
 DropGrid	uppsrc	DropGrid
 Esc	uppsrc	Esc scripting language interpreter
 Geom	uppsrc	
 Geom/Coords	uppsrc	
 Geom/Ctrl	uppsrc	
 Geom/Draw	uppsrc	
 GLCtrl	uppsrc	
 GLDraw	uppsrc	
 GridCtrl	uppsrc	Grid control
 HexView	uppsrc	Widget to display hexadecimal dumps (e.g. memory i
 IconDes	uppsrc	Image designer
 <b>ide</b>	uppsrc	TheIDE main package
 ide/Android	uppsrc	TheIDE - Android SDK/NDK support module
 ide/Browser	uppsrc	TheIDE - code browser and Topic++
 ide/Builders	uppsrc	TheIDE - builders - routines to compile programs
 ide/Common	uppsrc	TheIDE - common dialogs and interfaces
 ide/Core	uppsrc	TheIDE - common library
ide/Debuggers	uppsrc	TheIDE - debuggers
ide/Designers	uppsrc	Various small(er) designers (Image viewer, QTF edito

Subject: Re: 2020.2rc1

Posted by [jimlef](#) on Wed, 14 Oct 2020 20:22:17 GMT

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---

Thank you Klugier - will be on the lookout

Edit: Fresh install of U++ on Catalina (vm), installed command line tools, ran theide - and found out that .config/u++/theide/MyApps.var needed the MyApps path corrected.

Was set to "/Users/james/MyApps;/Users/james/upp/uppsrc"; out of the box... v. 15251.

---

Subject: Re: 2020.2rc1

Posted by [mirek](#) on Thu, 15 Oct 2020 09:10:57 GMT

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---

Klugier wrote on Wed, 14 October 2020 20:52

Mirek, do we need package called plugin/zstd\_legacy? Seems like something we do not want to have...

Klugier

That depends on how much do you want to be U++ stable.

The problem here is that zstd changed the format since I have created the first plugin/zstd. Now if any user did use original plugin/zstd, he has created some files that cannot be uncompressed with the new plugin/zstd. That is the role of zstd\_legacy, to support the original format.

Now I strongly suspect that I am the only zstd user and it is likely that removing \_legacy would be fine, BUT in principle it is right to keep some form of backward compatibility at all times.

Mirek

---

Subject: Re: 2020.2rc1

Posted by [mirek](#) on Thu, 15 Oct 2020 09:11:51 GMT

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---

Klugier wrote on Wed, 14 October 2020 20:52

I found one more issue. Not critical from the stability point of view, but for the general usability for users. A lot of uppsrc package has lack of description. When you add uppsrc dependency to your project you analyze this short description and on this basis you made the decision whenever package fits to your project/package or not.

I guess the description of most of these should be "Deprecated: do not use in the new code"...

---

Mirek

---

---

Subject: Re: 2020.2rc1  
Posted by [mirek](#) on Thu, 15 Oct 2020 13:30:07 GMT  
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---

Package description & cleanup & README.md update done...

---

---

Subject: Re: 2020.2rc1  
Posted by [Klugier](#) on Thu, 15 Oct 2020 16:19:16 GMT  
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---

Hello Mirek,

Thanks for applying all these fixes and adding description. I think we are much more closer to 2020.2 release... I hope it will be the best U++ release ever.

Klugier

---

---

Subject: Re: 2020.2rc1  
Posted by [Klugier](#) on Thu, 15 Oct 2020 20:18:19 GMT  
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---

Hello,

It seems that we have one more problem with template generation. By default in generating CtrlLib and Skylark application there is "using namespace Upp;" clausal in header file, which is wrong for obvious reasons.

Here is app generated with the template:

```
// ClockApp.h
#ifndef _Clock_Clock_h
#define _Clock_Clock_h

#include <CtrlLib/CtrlLib.h>

using namespace Upp;

#define LAYOUTFILE <Clock/Clock.lay>
#include <CtrlCore/lay.h>
```

```
class ClockApp : public WithClockLayout<TopWindow> {
public:
    ClockApp();
};
```

```
#endif
```

```
// main.cpp
#include "Clock.h"
```

```
ClockApp::ClockApp()
{
    CtrlLayout(*this, "Window title");
}
```

```
GUI_APP_MAIN
{
    ClockApp().Run();
}
```

It should be:

```
// ClockApp.h
#ifndef _Clock_Clock_h
#define _Clock_Clock_h
```

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

```
namespace Upp {
```

```
#define LAYOUTFILE <Clock/Clock.lay>
#include <CtrlCore/lay.h>
```

```
class ClockApp : public WithClockLayout<TopWindow> {
public:
    ClockApp();
};
```

```
}
```

```
#endif
```

```
// main.cpp
#include "ClockApp.h"
```

```
using namespace Upp;
```

```
ClockApp::ClockApp()
{
    CtrlLayout(*this, "Window title");
}
```

```
GUI_APP_MAIN
{
    ClockApp().Run();
}
```

There is one option I would see there, but this is out of release scope. Upp namespace agnostic template (as option):

```
// ClockApp.h
#ifndef _Clock_Clock_h
#define _Clock_Clock_h

#include <CtrlLib/CtrlLib.h>

namespace Upp
{
    #define LAYOUTFILE <Clock/Clock.lay>
    #include <CtrlCore/lay.h>
}

class ClockApp : public Upp::WithClockLayout<Upp::TopWindow> {
public:
    ClockApp();
};

#endif

// Clock.h
#include "ClockApp.h"

ClockApp::ClockApp()
{
    CtrlLayout(*this, "Window title");
}

GUI_APP_MAIN
{
    ClockApp().Run();
}
```

This option is the best for advanced users. In almost 90% your app shouldn't belong to Upp namespace. You could mix it easier with other namespaces like std. Only Core elements should

belong there, but for simplicity we just put app code there...

In Turtle everything is fine. I think Oblivion fixed it some time ago.

---

---

Subject: Re: 2020.2rc1

Posted by [mirek](#) on Thu, 15 Oct 2020 20:46:23 GMT

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---

Klugier wrote on Thu, 15 October 2020 22:18Hello,

It seems that we have one more problem with template generation. By default in generating CtrlLib and Skylark application there is "using namespace Upp;" clausal in header file, which is wrong for obvious reasons.

Which are? If we agreed with everything mainstream, there would be no U++

Mirek

---

---

Subject: Re: 2020.2rc1

Posted by [Klugier](#) on Thu, 15 Oct 2020 22:30:38 GMT

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The idea is that someday we become mainstream. Beside that we could introduce some mainstream things still offering our uniqueness. In such case I do not think this big change in the philosophy or simplicity. I still think that we should keep with the best standards and practices for C/C++ if applicable. So moving in some areas towards mainstream solution is not something that we should be afraid of. This will give us broader horizons

Also, we have some mismatch between templates - Tutrlte is using different namespace notation to that present in CtrlLib. We should unify this.

In the case of namespace agnostic we should give people choice (by simply checkbox in template). Anyway more and more people are using this approach. Example is available here.

Anyway, the decision is always yours - you are the boss

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Subject: Re: 2020.2rc1

Posted by [Oblivion](#) on Thu, 15 Oct 2020 22:41:32 GMT

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Hi,

There seems to be a problem with linking the latest freetype2 library (2.10.3) on Upp with GCC: 10.2.0, CLANG: 10.0.1, GNU ld: 2.35.

```
/usr/bin/ld: /home/maldoror/.cache/upp.out/Playground/Draw/GCC.Gui.Shared/Draw.a(FontFc.o):  
in function `Upp::GetFontInfoSys(Upp::Font)':  
FontFc.cpp:(.text._ZN3Upp14GetFontInfoSysENS_4FontE+0x11a): undefined reference to  
'FT_Get_X11_Font_Format(FT_FaceRec_*)'
```

This can be fixed in FontFc.cpp, by putting the mentioned function into a C block:

```
extern "C" {  
FT_EXPORT( const char* ) FT_Get_X11_Font_Format( FT_Face face ); // Put here to avoid  
include path issues...  
}
```

As a side note FT\_Get\_X11\_Font\_Format function name seems to be deprecated with v2.10.

Best regards,  
Oblivion

---

Subject: Re: 2020.2rc1  
Posted by [coolman](#) on Fri, 16 Oct 2020 07:40:28 GMT  
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Klugier wrote on Fri, 16 October 2020 00:30The idea is that someday we become mainstream  
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here.

Anyway, the decision is always yours - you are the boss

Hi, I'm pleased with the example you have given. But at the same time, I must say that there is a  
small problem Assist++ and using namespace.

BR, Radek

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Subject: Re: 2020.2rc1

Posted by [mirek](#) on Fri, 16 Oct 2020 07:55:04 GMT

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Klugier wrote on Fri, 16 October 2020 00:30: The idea is that someday we become mainstream. Beside that we could introduce some mainstream things still offering our uniqueness. In such case I do not think this big change in the philosophy or simplicity. I still think that we should keep with the best standards and practices for C/C++ if applicable. So moving in some areas towards mainstream solution is not something that we should be afraid of. This will give us broader horizons.

If we become mainstream, maybe so will become "using namespace"

Realistically, I agree with most things in "mainstream", but there are several dogmas that seem out of context. This is one of them...

Think about what you gain / lose by having / not having using namespace Upp in the header...

In practical terms, with using namespace, you can use U++ types without qualification at the risk of nameclash with either your own code or some other namespace that you have are "using". In the case of nameclash, you have to explicitly qualify namespace. Note that there also is no chance for error: nameclash is reported at compile time.

Without "using namespace", you have to qualify everything. Does not seem like a win option to me...

BTW, now thinking about it, I really dislike

```
namespace Upp {
#define LAYOUTFILE <Rajce/Rajce.lay>
#include <CtrlCore/lay.h>
} // namespace Upp
```

- that is something we should fix in the next release. This should work without Upp... I think the most correct fix is in the Layout designer - add namespace setting to .usc file and make layout designer to use it / insert into .lay....

Mirek

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Subject: Re: 2020.2rc1

Posted by [mirek](#) on Fri, 16 Oct 2020 09:26:27 GMT

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Oblivion wrote on Fri, 16 October 2020 00:41Hi,

There seems to be a problem with linking the latest freetype2 library (2.10.3) on Upp with GCC: 10.2.0, CLANG: 10.0.1, GNU ld: 2.35.

```
/usr/bin/ld: /home/maldoror/.cache/upp.out/Playground/Draw/GCC.Gui.Shared/Draw.a(FontFc.o):  
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include path issues...  
}
```

As a side note FT\_Get\_X11\_Font\_Format function name seems to be deprecated with v2.10.

Best regards,  
Oblivion

FT\_Get\_X11\_Font\_Format now removed: the info that it provides is not much relevant anyway (we used it to check that font is truetype - scaleable, but today all fonts are and U++ unconditionally expects that anyway) and I have replaced the test with testing the font path extension.

I hope this was the last one for 2020.2

Mirek

---

Subject: Re: 2020.2rc1

Posted by [Klugier](#) on Fri, 16 Oct 2020 09:49:41 GMT

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Hello Mirek,

I just noticed on macOS (latest nightly and macOS 10.15 catalina) that when option from

menubar open new window the highlight in global menu stays. Screenshot below:

I remembered we had similar issue in the past and it seems like the regression...

Klugier

### File Attachments

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1) [Screenshot 2020-10-16 at 11.46.58.png](#), downloaded 594 times



File

Edit

Project

Build

Debug

Assist

S

Setting

Fonts

Syntax highlighting

Editor

Assist

IDE

C

Normal

Courier New

V. split

Courier New

Small

Courier New

Special

Courier New

Console

Courier New

.t file

Courier New

Printer

Subject: Re: 2020.2rc1  
Posted by [mirek](#) on Fri, 16 Oct 2020 12:13:09 GMT  
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Klugier wrote on Fri, 16 October 2020 11:49>Hello Mirek,

I just noticed on macOS

Just stop it

OK, I am going to consider this more of cosmetics issue. I will file it in RM; if there are no more issues, this is not blocker, if there are, I will fix it in next rc3...

Mirek

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Subject: Re: 2020.2rc1  
Posted by [mirek](#) on Tue, 20 Oct 2020 07:40:27 GMT  
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In case it was missed, there is now rc2 on the sf.net....

As there no complaints so far, I am thinking about releasing soon...

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Subject: Re: 2020.2rc1  
Posted by [Tom1](#) on Tue, 20 Oct 2020 19:03:44 GMT  
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Hi Mirek,

Not missed! I have been working with this since day one it was released and have no complaints so far.

Thanks and best regards,

Tom

EDIT: Well not this, but the RC2 of course!

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