Subject: 32 bit wchar - for now in branch
Posted by mirek on Tue, 19 Oct 2021 18:22:45 GMT
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Recently I am transitioning wchar to 32 bit for improved unicode support. This is the first for the full Unicode support - at this phase, I do not yet expect advanced text shaping to be used, just to allow codepoints outside of basic plane (codepoints > 65536).

Today I have reached the milestone when I have finally displayed some emoji characters in UWord in Win32, so maybe this is time to announce the existence of 'wchar' branch on github - that is the one with sizeof(wchar) == 4 so that maybe you can start testing this too.

So far I am only supporting Win32.

There was quite a lot things to fix in uppsrc (unexpectly so). The fact that WCHAR is not the same as wchar caused some probles as well as '2' instead of 'sizeof(wchar)' in some places (yep, thats bad coding 10 years ago, shame on me). So I recommend to do "Find all" "WCHAR" and "wchar" in your code just to check all is OK...

(Note that I am regularly rebasing 'wchar' branch, which unfortunately means force pushes and rewriting 'wchar' history...)

Subject: Re: 32 bit wchar - for now in branch
Posted by zsolt on Sat, 30 Oct 2021 15:41:53 GMT
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Thanks!

Subject: Re: 32 bit wchar - for now in branch
Posted by mirek on Sat, 06 Nov 2021 15:38:41 GMT
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It now works on all platforms, the merge is imminent...

Subject: Re: 32 bit wchar - for now in branch
Posted by Tom1 on Mon, 15 Nov 2021 10:59:36 GMT
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Hi Mirek,

Before merge... It seems there are issues with MSBT19x64 compilation here:

C:\upp-16111\ultimatepp-wchar\uppsrc\Draw\FontWin32.cpp(157): error C2446: ':': no conversion from 'int' to 'Upp::Vector<Upp::char16>'

C:\upp-16111\ultimatepp-wchar\uppsrc\Draw\FontWin32.cpp(157): note: Constructor for class 'Upp::Vector<Upp::char16>' is declared 'explicit'
C:\upp-16111\ultimatepp-wchar\uppsrc\Draw\FontWin32.cpp(157): error C2660: 'EnumFontFamiliesW': function does not take 3 arguments

And here:
C:\upp-16111\ultimatepp-wchar\uppsrc\Core\LocalProcess.cpp(85): error C2446: ':': no conversion from 'int' to 'Upp::Vector<Upp::char16>'
C:\upp-16111\ultimatepp-wchar\uppsrc\Core\LocalProcess.cpp(85): note: Constructor for class 'Upp::Vector<Upp::char16>' is declared 'explicit'
C:\upp-16111\ultimatepp-wchar\uppsrc\Core\LocalProcess.cpp(85): error C2660: 'CreateProcessW': function does not take 9 arguments

Additionally, there are a whole bunch of warnings on MSBT19x64. I did not try MSBT19x32 yet...

Best regards,

Tom

EDIT: PS. I updated to current git source today before testing.

Subject: Re: 32 bit wchar - for now in branch
Posted by mirek on Mon, 15 Nov 2021 14:28:49 GMT
View Forum Message <> Reply to Message

Tom1 wrote on Mon, 15 November 2021 11:59Hi Mirek,

Before merge... It seems there are issues with MSBT19x64 compilation here:

C:\upp-16111\ultimatepp-wchar\uppsrc\Draw\FontWin32.cpp(157): error C2446: ':': no conversion from 'int' to 'Upp::Vector<Upp::char16>'
C:\upp-16111\ultimatepp-wchar\uppsrc\Draw\FontWin32.cpp(157): note: Constructor for class 'Upp::Vector<Upp::char16>' is declared 'explicit'
C:\upp-16111\ultimatepp-wchar\uppsrc\Draw\FontWin32.cpp(157): error C2660: 'EnumFontFamiliesW': function does not take 3 arguments

And here:
C:\upp-16111\ultimatepp-wchar\uppsrc\Core\LocalProcess.cpp(85): error C2446: ':': no conversion from 'int' to 'Upp::Vector<Upp::char16>'
C:\upp-16111\ultimatepp-wchar\uppsrc\Core\LocalProcess.cpp(85): note: Constructor for class 'Upp::Vector<Upp::char16>' is declared 'explicit'
C:\upp-16111\ultimatepp-wchar\uppsrc\Core\LocalProcess.cpp(85): error C2660: 'CreateProcessW': function does not take 9 arguments

Additionally, there are a whole bunch of warnings on MSBT19x64. I did not try MSBT19x32 yet...

Best regards,

Tom

EDIT: PS. I updated to current git source today before testing.

Thank you! Fixes pushed. Let me know....

Subject: Re: 32 bit wchar - for now in branch
Posted by Tom1 on Mon, 15 Nov 2021 14:55:32 GMT
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Hi Mirek,

Thanks! Now it compiles without any errors. Just some warnings left with MSBT19x64 and MSBT19:
Utf.cpp
C:\upp-16111\ultimatepp-wchar\uppsrc\Core\Utf.cpp(136): warning C4927: illegal conversion; more than one user-defined conversion has been implicitly applied
C:\upp-16111\ultimatepp-wchar\uppsrc\Core\Utf.cpp(136): note: while calling the constructor 'Upp::WString::WString(const Upp::wchar *)'
C:\upp-16111\ultimatepp-wchar\uppsrc\Core\String.h(831): note: see declaration of 'Upp::WString::WString'
C:\upp-16111\ultimatepp-wchar\uppsrc\Core\Utf.cpp(156): warning C4927: illegal conversion; more than one user-defined conversion has been implicitly applied
C:\upp-16111\ultimatepp-wchar\uppsrc\Core\Utf.cpp(156): note: while calling the constructor 'Upp::WString::WString(const Upp::wchar *)'
C:\upp-16111\ultimatepp-wchar\uppsrc\Core\String.h(831): note: see declaration of 'Upp::WString::WString'
I will run some more tests tomorrow.

Best regards,

Tom

Subject: Re: 32 bit wchar - for now in branch
Posted by mirek on Mon, 15 Nov 2021 18:27:20 GMT
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Tried to fix that as well (although I am not getting warnings there).

Mirek

Subject: Re: 32 bit wchar - for now in branch
Posted by Tom1 on Tue, 16 Nov 2021 07:28:00 GMT
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Hi Mirek,

Success there: Now MSBT19x64 and MSBT19 compile without errors and warnings. (The difference between our compiler environments may be that I just updated my MSBT yesterday to its latest version.)

Is MSBT17x64 and MSBT17 still relevant? If so, there are errors.

The 32-bit CLANG compilation on Windows fails with this error:
----- ide/Java (GUI CLANG BLITZ WIN32) (17 / 42)
BLITZ: JavaVersion.cpp Java.cpp Jdk.cpp
In file included from
C:/upp-16111/out/uppsrc/ide/Debuggers/CLANG.Blitz.Gui\ide/Debuggers$blitz.cpp:84:
c:\upp-16111\ultimatepp-wchar\uppsrc\ide\Debuggers\Sym.cpp:446:3: error: no matching function for call to 'SymEnumTypes'
SymEnumTypes(hProcess, current_modbase, [](PSYMBOL_INFO pSym, ULONG SymbolSize, PVOID UserContext)->int {
^~~~~~~~~~~~
C:\upp-16111\bin\clang\include\psdk_inc/_dbg_common.h:1005:20: note: candidate function not viable: no known conversion from '(lambda at c:\upp-16111\ultimatepp-wchar\uppsrc\ide\Debuggers\Sym.cpp:446:43)' to 'PSYM_ENUMERATESYMBOLS_CALLBACK' (
aka 'int (*)(_SYMBOL_INFO *, unsigned long, void *) __attribute__((stdcall))') for 3rd argument
WINBOOL IMAGEAPI SymEnumTypes(HANDLE hProcess,ULONG64 BaseOfDll,PSYM_ENUMERATESYMBOLS_CALLBACK EnumSymbolsCallback,PVOID UserContext);
^

Best regards,

Tom

Subject: Re: 32 bit wchar - for now in branch
Posted by Tom1 on Tue, 16 Nov 2021 07:35:39 GMT
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In more detail, MSBT17 builds OK but MSBT17x64 fails on:
c:\upp-16111\ultimatepp-wchar\uppsrc\core\SIMD_SSE2.h(8): error C2668: 'Upp::_mm_storeu_ps': ambiguous call to overloaded function
c:/program files (x86)/microsoft visual studio/2017/buildtools/vc/tools/msvc/14.16.27023/include\intrin.h(853): note: could be 'void Upp::_mm_storeu_ps(float *,__m128)'

c:/program files (x86)/microsoft visual studio/2017/buildtools/vc/tools/msvc/14.16.27023/include\xmmintrin.h(345): note: or 'void _mm_storeu_ps(float *,__m128)' [found using argument-dependent lookup]
c:\upp-16111\ultimatepp-wchar\uppsrc\core\SIMD_SSE2.h(8): note: while trying to match the argument list '(float *, __m128)'
c:\upp-16111\ultimatepp-wchar\uppsrc\core\SIMD_SSE2.h(9): error C2668: 'Upp::_mm_store_sd': ambiguous call to overloaded function
c:/program files (x86)/microsoft visual studio/2017/buildtools/vc/tools/msvc/14.16.27023/include\intrin.h(842): note: could be 'void Upp::_mm_store_sd(double *,__m128d)'
c:/program files (x86)/microsoft visual studio/2017/buildtools/vc/tools/msvc/14.16.27023/include\emmintrin.h(203): note: or 'void _mm_store_sd(double *,__m128d)' [found using argument-dependent lookup]
c:\upp-16111\ultimatepp-wchar\uppsrc\core\SIMD_SSE2.h(9): note: while trying to match the argument list '(double *, __m128d)'
...

And there are quite a few of these places in SIMD_SSE2.h with MSBT17x64. The same issue was present with MSBT19x64 until I updated the compiler, so this must be a compiler bug that needs bypassing.

Best regards,

Tom

Subject: Re: 32 bit wchar - for now in branch
Posted by Tom1 on Tue, 16 Nov 2021 08:05:40 GMT
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Another strange thing happened: OpenGL has stopped working. E.g. reference/OpenGL no longer works with this, while at 16111 it was still fine.

Best regards,

Tom

EDIT: The current git version works too. It's just this wchar version that does not show OpenGL content.

Subject: Re: 32 bit wchar - for now in branch
Posted by mirek on Wed, 17 Nov 2021 09:22:16 GMT
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Tom1 wrote on Tue, 16 November 2021 09:05Another strange thing happened: OpenGL has stopped working. E.g. reference/OpenGL no longer works with this, while at 16111 it was still fine.

Best regards,

Tom

EDIT: The current git version works too. It's just this wchar version that does not show OpenGL content.

I am a bit confused by EDIT....

What do you mean by "current git version"? wchar head or master head?

Subject: Re: 32 bit wchar - for now in branch
Posted by Tom1 on Wed, 17 Nov 2021 10:09:48 GMT
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Hi Mirek,

I mean the master head. So master works, but wchar does not. Sorry about the unclear edit...

Best regards,

Tom

Subject: Re: 32 bit wchar - for now in branch
Posted by mirek on Wed, 17 Nov 2021 10:12:58 GMT
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Hopefully fixed. Thanks for spotting this.

Subject: Re: 32 bit wchar - for now in branch
Posted by Tom1 on Wed, 17 Nov 2021 11:48:48 GMT
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Mirek,

Thanks! It's all good now: CLANG, CLANGx64, MSBT17, MSBT17x64, MSBT19 and MSBT19x64.

Also, GLCtrl works properly again.

Best regards,

Tom

Subject: Re: 32 bit wchar - for now in branch
Posted by mirek on Wed, 17 Nov 2021 12:27:27 GMT
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Please keep testing, this is most valuable!

Mirek

Subject: Re: 32 bit wchar - for now in branch
Posted by Tom1 on Wed, 17 Nov 2021 13:37:27 GMT
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I'm working on it...

Best regards,

Tom

Subject: Re: 32 bit wchar - for now in branch
Posted by mirek on Fri, 19 Nov 2021 08:26:44 GMT
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Tom1 wrote on Wed, 17 November 2021 14:37I'm working on it...

Best regards,

Tom

I would like to merge asap, probably today. Do you think it is OK?

Subject: Re: 32 bit wchar - for now in branch
Posted by Tom1 on Fri, 19 Nov 2021 09:48:38 GMT
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Hi Mirek,

I have (mostly) tested my programs here. Everything compiles and everything at least seems to work just like they did before on Windows side.

However, on Linux Mint I just tried to compile reference/OpenGL and it failed with the following error:1 error generated.
In file included from /home/tom/ultimatepp-wchar/uppsrc/CtrlCore/CtrlCoreInit.cpp:1:
In file included from /home/tom/ultimatepp-wchar/uppsrc/CtrlCore/CtrlCore.h:4:
In file included from /home/tom/ultimatepp-wchar/uppsrc/RichText/RichText.h:4:

In file included from /home/tom/ultimatepp-wchar/uppsrc/Draw/Draw.h:6:
In file included from /home/tom/ultimatepp-wchar/uppsrc/Core/Core.h:66:
/usr/lib/llvm-10/lib/clang/10.0.0/include/intrin.h:12:15: fatal error: 'intrin.h' file not found
#include_next <intrin.h>
^~~~~~~~~~

Best regards,

Tom

Subject: Re: 32 bit wchar - for now in branch
Posted by mirek on Sat, 20 Nov 2021 09:17:31 GMT
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Tom1 wrote on Fri, 19 November 2021 10:48Hi Mirek,

I have (mostly) tested my programs here. Everything compiles and everything at least seems to work just like they did before on Windows side.

However, on Linux Mint I just tried to compile reference/OpenGL and it failed with the following error:1 error generated.
In file included from /home/tom/ultimatepp-wchar/uppsrc/CtrlCore/CtrlCoreInit.cpp:1:
In file included from /home/tom/ultimatepp-wchar/uppsrc/CtrlCore/CtrlCore.h:4:
In file included from /home/tom/ultimatepp-wchar/uppsrc/RichText/RichText.h:4:
In file included from /home/tom/ultimatepp-wchar/uppsrc/Draw/Draw.h:6:
In file included from /home/tom/ultimatepp-wchar/uppsrc/Core/Core.h:66:
/usr/lib/llvm-10/lib/clang/10.0.0/include/intrin.h:12:15: fatal error: 'intrin.h' file not found
#include_next <intrin.h>
^~~~~~~~~~

Best regards,

Tom

Hopefully fixed.

Subject: Re: 32 bit wchar - for now in branch
Posted by mirek on Sat, 20 Nov 2021 10:31:20 GMT
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I am now experiencing two minor issues with wchar32 theide which I am not sure whether are releated to wchar32 or perhaps some changes in windows:

- sometimes dropping the droplist (e.g. switching the build method) seems delayed or does not happen at all.

- After building, there is "Gathering files" progress; this should basically just check for changed files (by file stamps) and as far as I remember, was quick. Sometimes this now takes longer time than I would like, which does not really make sense at all (because those timestamps should be read from OS cache).

If you are running wchar32 theide, have seen these? (If not, I would appreciate you compiled and used it.)

Subject: Re: 32 bit wchar - for now in branch
Posted by Tom1 on Sat, 20 Nov 2021 16:04:37 GMT
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Hi,

Thanks! It compiles OK now on Linux.

Just re-compiled TheIDE on MSBT19x64. I do not notice any slowdown when changing BM or ending build. (BM changes in about 1-2 seconds, and ending the build is just a flash.) This is the case when I'm working on a local SSD (M.2, ~3 GB/s).

However, when my project sources are on a local NAS behind a 1Gb LAN connection, the situation is different: Changing BM takes like 5-7 seconds and starting a build has a start-up lag of 7-12 seconds when nothing seems to happen. At the end of build there is not any significant delay though. Anyway, this is not any different to how it has been at 2021.1 release.

Best regards,

Tom

Subject: Re: 32 bit wchar - for now in branch
Posted by Tom1 on Tue, 23 Nov 2021 08:55:12 GMT
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Mirek,

While testing with reference/OpenGL, i noticed that OpenGL.upp strangely pulls in CodeEditor package instead of CtrlLib. I think it should be should be:
description "GLCtrl widget example\377";

uses
 GLCtrl,
 CtrlLib;

file
 main.cpp;

mainconfig
 "" = "GUI",
 "" = "GUI X11";

Are you close to merging wchar branch to master?

Best regards,

Tom

Subject: Re: 32 bit wchar - for now in branch
Posted by mirek on Wed, 24 Nov 2021 13:02:02 GMT
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I am trying to figure out those weird delays in theide first...

Mirek

Subject: Re: 32 bit wchar - for now in branch
Posted by Tom1 on Wed, 01 Dec 2021 13:02:55 GMT
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Hi Mirek,

It seems that occasionally the lower item list in Navigator Bar periodically re-adjusts its vertical position even while I'm dragging the 'elevator'.

I can stop this behavior by first clicking outside of theide window on the desktop and then clicking back in theide window. After this the 'elevator' works again normally.

Best regards,

Tom

Subject: Re: 32 bit wchar - for now in branch
Posted by Tom1 on Wed, 01 Dec 2021 13:54:09 GMT
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Another issue: When calling ToUtf16(const char *s) with s=0, it crashes. (This does work correctly with 2021.1, i.e. without crashes.)
Here's the place in Core/Charset.h:
inline Vector<char16> ToUtf16(const char *s)   { return ToUtf16(s, (int)strlen(s)); }
It would work with:

inline Vector<char16> ToUtf16(const char *s) { return ToUtf16(s, s?(int)strlen(s):0); }

Best regards,

Tom

Subject: Re: 32 bit wchar - for now in branch
Posted by mirek on Wed, 01 Dec 2021 16:02:11 GMT
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Tom1 wrote on Wed, 01 December 2021 14:54Another issue: When calling ToUtf16(const char *s) with s=0, it crashes. (This does work correctly with 2021.1, i.e. without crashes.)
Here's the place in Core/Charset.h:
inline Vector<char16> ToUtf16(const char *s) { return ToUtf16(s, (int)strlen(s)); }
It would work with:
inline Vector<char16> ToUtf16(const char *s) { return ToUtf16(s, s?(int)strlen(s):0); }

Best regards,

Tom

Hopefully fixed.

Subject: Re: 32 bit wchar - for now in branch
Posted by mirek on Wed, 01 Dec 2021 16:03:20 GMT
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Tom1 wrote on Wed, 01 December 2021 14:02Hi Mirek,

It seems that occasionally the lower item list in Navigator Bar periodically re-adjusts its vertical position even while I'm dragging the 'elevator'.

I can stop this behavior by first clicking outside of theide window on the desktop and then clicking back in theide window. After this the 'elevator' works again normally.

Best regards,

Tom

I am really confused with this report

In any case, does not seem like this should be related to wchar32?

Subject: Re: 32 bit wchar - for now in branch
Posted by Tom1 on Wed, 01 Dec 2021 16:39:42 GMT
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Hi,

It is something that occured with latest wchar, but not with 2021.1. I need to pick up current master and check if it shows the same behavior. That's tomorrow then.

Best regards,

Tom

Subject: Re: 32 bit wchar - for now in branch
Posted by Tom1 on Thu, 02 Dec 2021 07:42:41 GMT
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mirek wrote on Wed, 01 December 2021 18:02Tom1 wrote on Wed, 01 December 2021 14:54Another issue: When calling ToUtf16(const char *s) with s=0, it crashes. (This does work correctly with 2021.1, i.e. without crashes.)
Here's the place in Core/Charset.h:
inline Vector<char16> ToUtf16(const char *s) { return ToUtf16(s, (int)strlen(s)); }
It would work with:
inline Vector<char16> ToUtf16(const char *s) { return ToUtf16(s, s?(int)strlen(s):0); }

Best regards,

Tom

Hopefully fixed.

Hi,

Now it freezes entirely, as:
inline int strlen8(const char *s) { return s ? (int)strlen8(s) : 0; }goes into an eternal recursion.

It should be:
inline int strlen8(const char *s) { return s ? (int)strlen(s) : 0; }
Best regards,

Tom

Subject: Re: 32 bit wchar - for now in branch
Posted by Tom1 on Thu, 02 Dec 2021 07:56:39 GMT

mirek wrote on Wed, 01 December 2021 18:03Tom1 wrote on Wed, 01 December 2021 14:02Hi Mirek,

It seems that occasionally the lower item list in Navigator Bar periodically re-adjusts its vertical position even while I'm dragging the 'elevator'.

I can stop this behavior by first clicking outside of theide window on the desktop and then clicking back in theide window. After this the 'elevator' works again normally.

Best regards,

Tom

I am really confused with this report

In any case, does not seem like this should be related to wchar32?

Hi,

While 2021.1 was OK, I just tried to see if this behovior exists with current master, but it seems that I cannot link theide with current master (on MSBT19x64). Here's the trouble:

```
Linking...
   Creating library C:\upp-16111\theide.exe.lib and object C:\upp-16111\theide.exe.exp
Draw.lib(FontWin32.obj) : error LNK2019: unresolved external symbol ScriptFreeCache
referenced in function "struct Upp::GlyphInfo __cdecl Upp::GetUnicodeGlyphInfo(class
Upp::Font,unsigned long)" (?GetUnicodeGlyphInfo@Upp@@YA?AUGlyphInfo@1@VFo
    nt@1@K@Z)
Draw.lib(FontWin32.obj) : error LNK2019: unresolved external symbol ScriptItemize referenced in
function "struct Upp::GlyphInfo __cdecl Upp::GetUnicodeGlyphInfo(class Upp::Font,unsigned
long)" (?GetUnicodeGlyphInfo@Upp@@YA?AUGlyphInfo@1@VFont
    @1@K@Z)
Draw.lib(FontWin32.obj) : error LNK2019: unresolved external symbol ScriptShape referenced in
function "struct Upp::GlyphInfo __cdecl Upp::GetUnicodeGlyphInfo(class Upp::Font,unsigned
long)" (?GetUnicodeGlyphInfo@Upp@@YA?AUGlyphInfo@1@VFont@1
    @K@Z)
Draw.lib(FontWin32.obj) : error LNK2019: unresolved external symbol ScriptGetGlyphABCWidth
referenced in function "struct Upp::GlyphInfo __cdecl Upp::GetUnicodeGlyphInfo(class
Upp::Font,unsigned long)" (?GetUnicodeGlyphInfo@Upp@@YA?AUGlyphInf
    o@1@VFont@1@K@Z)
Draw.lib(FontWin32.obj) : error LNK2019: unresolved external symbol ScriptGetFontProperties
referenced in function "struct Upp::GlyphInfo __cdecl Upp::GetUnicodeGlyphInfo(class
Upp::Font,unsigned long)" (?GetUnicodeGlyphInfo@Upp@@YA?AUGlyphIn
    fo@1@VFont@1@K@Z)
C:\upp-16111\theide.exe.new : fatal error LNK1120: 5 unresolved externals

There were errors. (0:01.65)
```

Best regards,

Tom

Subject: Re: 32 bit wchar - for now in branch
Posted by Tom1 on Thu, 02 Dec 2021 08:26:28 GMT
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OK, while I could not test this with MSBT19x64, I could do it with CLANGx64.

I can now confirm that it is only wchar branch having this issue. In order to reproduce the strange behavior, open theide (wchar) and therein select ide main package. Then open ide.h and select some item in the middle of the Navigator bar lower list. Now, if you start editing the file (e.g. just add one linefeed), and then grab the vertical scroll bar ('elevator') and drag it up or down. Within a second or so, the 'elevator' jumps back into the original 'floor', where your editing was started, and prevents reaching further items in the list.

Best regards,

Tom

EDIT: This also happens on Linux and CLANG. Additionally, I noticed that the Navigator bar lower list keeps refreshing/re-sorting its contents once per second. Discovered that the enumerated items BERRORS, BCALC, ... etc. keep jumping to different order every second.

Subject: Re: 32 bit wchar - for now in branch
Posted by mirek on Thu, 02 Dec 2021 09:20:07 GMT
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Tom1 wrote on Thu, 02 December 2021 09:26OK, while I could not test this with MSBT19x64, I could do it with CLANGx64.

I can now confirm that it is only wchar branch having this issue. In order to reproduce the strange behavior, open theide (wchar) and therein select ide main package. Then open ide.h and select some item in the middle of the Navigator bar lower list. Now, if you start editing the file (e.g. just add one linefeed), and then grab the vertical scroll bar ('elevator') and drag it up or down. Within a second or so, the 'elevator' jumps back into the original 'floor', where your editing was started, and prevents reaching further items in the list.

Best regards,

Tom

EDIT: This also happens on Linux and CLANG. Additionally, I noticed that the Navigator bar lower list keeps refreshing/re-sorting its contents once per second. Discovered that the enumerated

items BERRORS, BCALC, ... etc. keep jumping to different order every second.

Thank you!

Hopefully fixed, please check.

Subject: Re: 32 bit wchar - for now in branch
Posted by Tom1 on Thu, 02 Dec 2021 10:47:55 GMT
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Mirek,

It all seems to work just fine now! Thanks!

Maybe you could clean up the reference/OpenGL by removing CodeEditor and adding CtrlLib:

https://www.ultimatepp.org/forums/index.php?t=msg&th=116 65&goto=57699&#msg_57699

Best regards,

Tom

Subject: Re: 32 bit wchar - for now in branch
Posted by mirek on Thu, 02 Dec 2021 11:05:19 GMT
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Merged to master...
