Subject: Can't compile Controls4u from UppHub
Posted by Typhoor on Fri, 17 Dec 2021 12:31:52 GMT
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using an old project I wanted to recompile which uses Controls4U from bazaar:
I modified it to use UppHub, fresh Upp install, no bazaar folder and no my_app flying around, all files under "c:\dev\upp".

Trying to compile Controls4U_Demo i get the same compile errors like with my old projects
I'm on Windows 10 tried out with MSVS19 and CLANG (in 32 and 64 variants)
Even with new bin files from nightly (i.e. updated Clang) I get the following errors:

My other projetcs (without Controls4u) just compile nicely...

is Controls4u out-of support ? not managed or tested ?

What shall I do, where do I get corrected files ?
rgds Ralph

File Attachments
1) controls_4u_compile_errs.png, downloaded 1077 times

File	Line	Message (**8 errors**, 1 warning)
CLANG.Debug.Debug_Full.Gui/**Controls4U$blitz.cpp**	3	In file included from C:/Dev/upp/out/uppsrc_Controls4U/Controls4U/
Controls4U/**ActiveX_base.h**	28	error: static_cast from 'BSTR' (aka 'wchar_t *') to 'Upp::wchar *' (aka 'un
Controls4U/**ActiveX.cpp**	146	error: no viable conversion from 'Upp::WString' to 'LPCOLESTR' (aka 'c
Controls4U/**PainterCanvas.h**	114	error: use of undeclared identifier 'DOUBLE_NULL_LIM'; did you mean '
Controls4U/**PainterCanvas.h**	115	error: use of undeclared identifier 'DOUBLE_NULL_LIM'; did you mean '
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Controls4U/**PainterCanvas.h**	115	error: use of undeclared identifier 'DOUBLE_NULL_LIM'; did you mean '

Subject: Re: Can't compile Controls4u from UppHub
Posted by Typhoor on Fri, 17 Dec 2021 13:14:50 GMT
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okey, I now pulled the newest sources from Controls4u from Anboto
https://github.com/anboto/Anboto/tree/master/Controls4U
and tug them under my project they compile nicely with clang/MSVS19...

Subject: Re: Can't compile Controls4u from UppHub
Posted by Klugier on Fri, 17 Dec 2021 18:04:14 GMT

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Hello,

I will repeat it one more time Anboto fork is waste of time. It is causing too many problems and it is expensive to everyone. UppHub package contains patches that Anboto doesn't have. For example compatibility with recent wchar changes. On the other hand UppHub version doesn't have recent changes from koldo. Thanks to that we have vicious circle.

Koldo, if you are reading this word please consider backing to develop Anboto components under Libraries for you organization. I know that managing multiple repos, might be difficult, but you should used to it. U++ The good of U++ framework requires it. Divided we will never achieve success.

Klugier

Subject: Re: Can't compile Controls4u from UppHub
Posted by mirek on Sun, 19 Dec 2021 12:48:03 GMT
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Klugier wrote on Fri, 17 December 2021 19:04Hello,

I will repeat it one more time Anboto fork is waste of time. It is causing too many problems and it is expensive to everyone. UppHub package contains patches that Anboto doesn't have.

Except it does not. Be more careful reading posts.

(Now working on the fix...)

Subject: Re: Can't compile Controls4u from UppHub
Posted by mirek on Sun, 19 Dec 2021 13:05:54 GMT
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Typhoor wrote on Fri, 17 December 2021 13:31using an old project I wanted to recompile which uses Controls4U from bazaar:
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is Controls4u out-of support ? not managed or tested ?

What shall I do, where do I get corrected files ?
rgds Ralph

I apologize for problems, should be fixed now (in UppHub) and should be working with current U++ version.

Subject: Re: Can't compile Controls4u from UppHub
Posted by dschoni on Wed, 28 Sep 2022 01:33:32 GMT
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Hi there ...

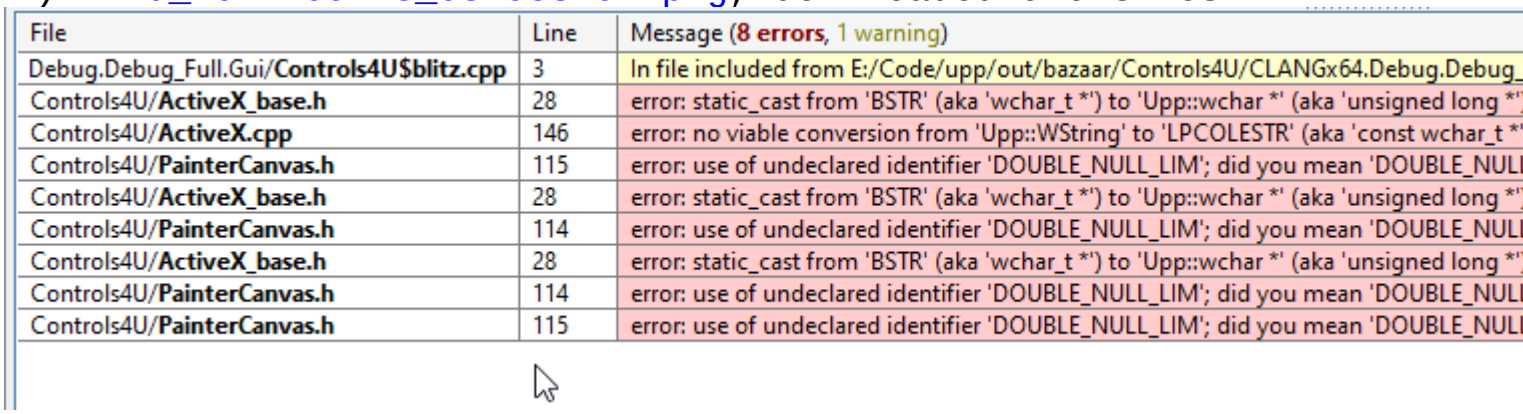
Seems to be still a problem.

I've checked also in SVN, wether the files in upp\bazaar\Controls4U are actual: these are.

Best Regards
dschoni

File Attachments

1) Bild_2022-09-28_032953191.png, downloaded 916 times



File	Line	Message (**8 errors**, 1 warning)
Debug.Debug_Full.Gui/**Controls4U$blitz.cpp**	3	In file included from E:/Code/upp/out/bazaar/Controls4U/CLANGx64.Debug.Debug_
Controls4U/**ActiveX_base.h**	28	error: static_cast from 'BSTR' (aka 'wchar_t *') to 'Upp::wchar *' (aka 'unsigned long *'
Controls4U/**ActiveX.cpp**	146	error: no viable conversion from 'Upp::WString' to 'LPCOLESTR' (aka 'const wchar_t *'
Controls4U/**PainterCanvas.h**	115	error: use of undeclared identifier 'DOUBLE_NULL_LIM'; did you mean 'DOUBLE_NULL
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Subject: Re: Can't compile Controls4u from UppHub
Posted by dschoni on Wed, 28 Sep 2022 01:57:36 GMT
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Hi there ...

https://github.com/anboto/Anboto/tree/master/Controls4U

Thanks for the Link to GitHub, Typhoor.

The upp repository contains in ActiveX_base.h at line 28
  WString ret(static_cast<wchar *>(bstr));
which is not accepted by the compiler.

But the Github code contains
  WString ret((wchar *)bstr);
which works.
So that seems to be actual.
I've corrected the upp code by using the ones from GitHub. The I've got the next problems: The same with Functions4U, which is included in the demo and is also compiling with errors.

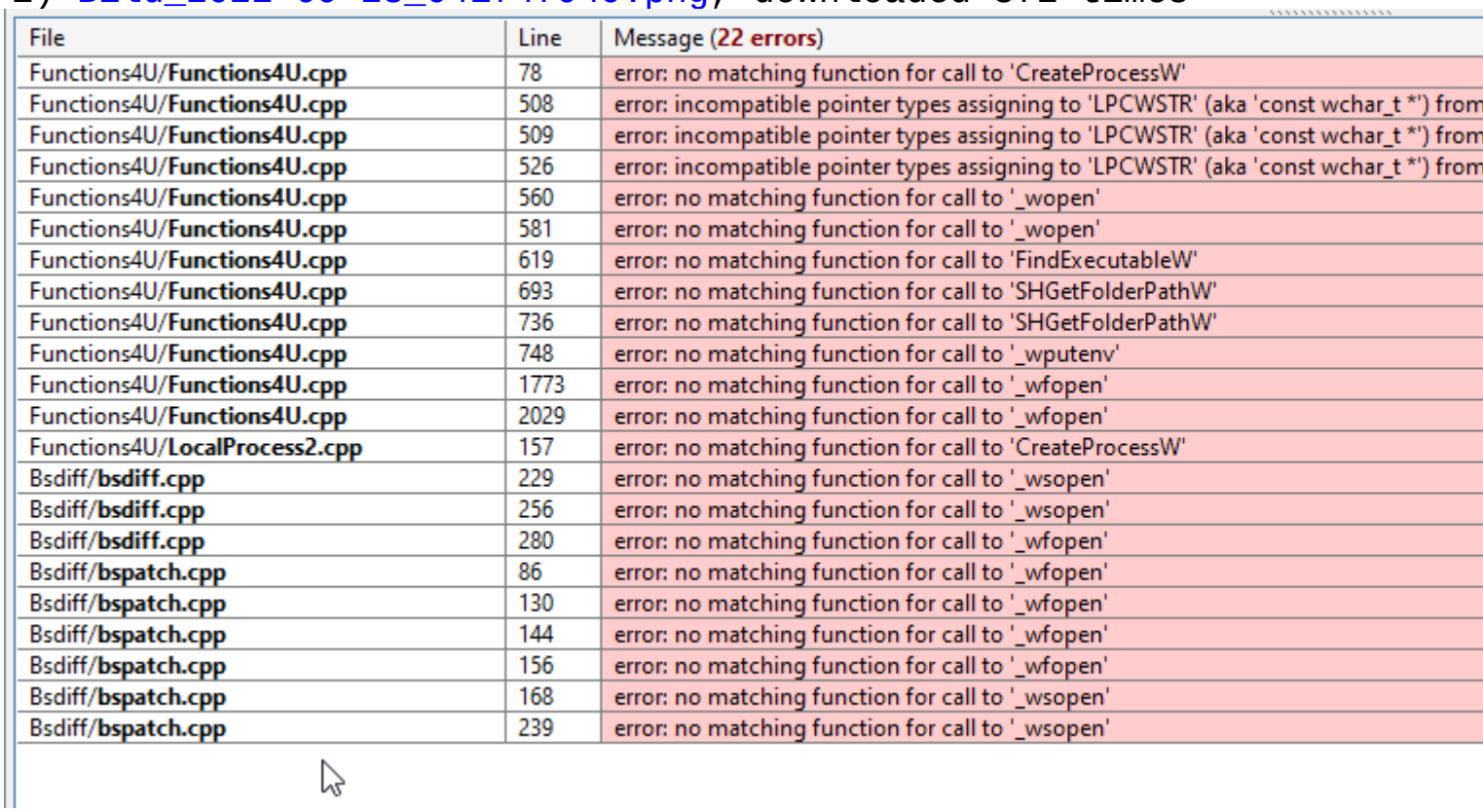
From here on I'm lost, because the difference in the code is to much for me to handle. (I'm just a beginner ...)

Why is it so hard to make the examples working?
Shouldn't these simply run out of the box?

Best regards
dschoni

File Attachments

1) Bild_2022-09-28_041747949.png, downloaded 872 times



File	Line	Message (22 errors)
Functions4U/**Functions4U.cpp**	78	error: no matching function for call to 'CreateProcessW'
Functions4U/**Functions4U.cpp**	508	error: incompatible pointer types assigning to 'LPCWSTR' (aka 'const wchar_t *') from
Functions4U/**Functions4U.cpp**	509	error: incompatible pointer types assigning to 'LPCWSTR' (aka 'const wchar_t *') from
Functions4U/**Functions4U.cpp**	526	error: incompatible pointer types assigning to 'LPCWSTR' (aka 'const wchar_t *') from
Functions4U/**Functions4U.cpp**	560	error: no matching function for call to '_wopen'
Functions4U/**Functions4U.cpp**	581	error: no matching function for call to '_wopen'
Functions4U/**Functions4U.cpp**	619	error: no matching function for call to 'FindExecutableW'
Functions4U/**Functions4U.cpp**	693	error: no matching function for call to 'SHGetFolderPathW'
Functions4U/**Functions4U.cpp**	736	error: no matching function for call to 'SHGetFolderPathW'
Functions4U/**Functions4U.cpp**	748	error: no matching function for call to '_wputenv'
Functions4U/**Functions4U.cpp**	1773	error: no matching function for call to '_wfopen'
Functions4U/**Functions4U.cpp**	2029	error: no matching function for call to '_wfopen'
Functions4U/**LocalProcess2.cpp**	157	error: no matching function for call to 'CreateProcessW'
Bsdiff/**bsdiff.cpp**	229	error: no matching function for call to '_wsopen'
Bsdiff/**bsdiff.cpp**	256	error: no matching function for call to '_wsopen'
Bsdiff/**bsdiff.cpp**	280	error: no matching function for call to '_wfopen'
Bsdiff/**bspatch.cpp**	86	error: no matching function for call to '_wfopen'
Bsdiff/**bspatch.cpp**	130	error: no matching function for call to '_wfopen'
Bsdiff/**bspatch.cpp**	144	error: no matching function for call to '_wfopen'
Bsdiff/**bspatch.cpp**	156	error: no matching function for call to '_wfopen'
Bsdiff/**bspatch.cpp**	168	error: no matching function for call to '_wsopen'
Bsdiff/**bspatch.cpp**	239	error: no matching function for call to '_wsopen'

Subject: Re: Can't compile Controls4u from UppHub
Posted by koldo on Wed, 28 Sep 2022 06:15:09 GMT
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Please use the UppHub sources hosted in https://github.com/anboto. They are maintained and improved. Bugs are solved overnight.
The author of Controls4U does not guarantee the functionality of other sources.

Subject: Re: Can't compile Controls4u from UppHub
Posted by dschoni on Wed, 28 Sep 2022 08:17:37 GMT
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Hi there ...

In the end I made it.
I had to replace any WString trough Vector<WCHAR>.

As example:

```
Vector<WCHAR> wfileName = ToSystemCharsetW(String(fileName));
wfileName.Add(0);
FILE *fp = _wfopen(wfileName, L"rb");
//FILE *fp = _wfopen(fileName.ToWString(), L"rb");
```

(Functions4U.cpp and more ...)

Wow, this was hard work! But now it works perfectly.

Best Regards
dschoni

Subject: Re: Can't compile Controls4u from UppHub
Posted by dschoni on Wed, 28 Sep 2022 09:11:36 GMT
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Great!

Thank you, this is working out of the box.
Seems to have some improvements too.

Best Regards
dschoni