Subject: x86_64 compilation error under Catalina
Posted by forlano on Thu, 20 Jan 2022 19:32:55 GMT
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Hello,

with the latest U++ distro and Catalina I get this compilation error that seems related to symbol x86_64

```
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Linking...
Undefined symbols for architecture x86_64:
  "Upp::ScanDouble(char const*)", referenced from:
      Upp::IniDouble::Load() in Core.a(Ini.o)
      Upp::XmlParser::Double(char const*, double) const in Core.a(XML.o)
      void Upp::Jsonize<double>(Upp::JsonIO&, double&) in Core.a(JSON.o)
      void Upp::XmlAttrLoad<double>(double&, Upp::String const&) in Core.a(Xmlize.o)
```

```
      Upp::XmlIO Upp::XmlIO::Attr<double>(char const*, double&) in Core.a(Xmlize.o)
      Upp::LoadJsonValue(Upp::XmlNode const&) in Core.a(Xmlize.o)
      Upp::SvgParser::ParseGradient(Upp::XmlNode const&, bool) in Painter.a(SvgParser.o)
      ...
  "Upp::ScanDouble(char const*, char const**)", referenced from:
      Upp::StrDblValue(char const*) in Core.a(Convert.o)
      Upp::UnitEdit::Read(double&, int&) const in RichEdit.a(UnitEdit.o)
  "Upp::ScanDouble(char const*, char const**, bool)", referenced from:
      VegaMain::ReadVegFile(Upp::String) in VegaMenus.o
      VegaMain::ImportXml(Upp::String) in ImportExport.o
      VegaMain::ImportTournamentTDF(Upp::String) in ImportExport.o
      CreateEventDlg::SaveEvent() in EventManager.o
      VegaTab4::PrintSelectedTextCB() in VegaTab4.o
      RatingCalculator::roundFIDE(double) in RatingCalculator.o
      RatingCalculator::RatingVariation(double, double, int) in RatingCalculator.o
      ...
  "Upp::FormatDouble(double)", referenced from:
      Upp::Stream& Upp::operator<<<float>(Upp::Stream&, float const&) in ImportExport.o
      RoundData::SaveXmlExtendedFile() in Tournament.o
      Upp::Stream& Upp::operator<<<float>(Upp::Stream&, float const&) in Tournament.o
      Upp::Stream& Upp::operator<<<double>(Upp::Stream&, double const&) in Tournament.o
      RoundData::SavePairsFileQTFnew(int) in Tournament.o
      RoundData::RankFederation(int, int) in Tournament.o
      ColoredRow::Set(int, int, int, int, int, float, float, int, int) in ImproveColors.o
      ...
  "Upp::FormatDouble(double, int, unsigned int)", referenced from:
      Upp::DoubleFormatter(Upp::Formatting const&) in Core.a(Format.o)
      Upp::RealFormatter(Upp::Formatting const&) in Core.a(Format.o)
      Upp::MySqlConnection::SetParam(int, Upp::Value const&) in MySql.a(MySql.o)
      Upp::LanguageInfo::FormatDouble(double, int, int, int) const in Core.a(LangInfo.o)
      Upp::PdfDraw::Finish(Upp::PdfSignatureInfo const*) in PdfDraw.a(PdfDraw.o)
      Upp::SqlFormat(double) in Sql.a(SqlCode.o)
      Upp::SqlFormat(Upp::Value const&) in Sql.a(SqlCode.o)
      ...
  "Upp::DrawSmartText(Upp::Draw&, int, int, int, char const*, Upp::Font, Upp::Color, int)",
referenced from:
      OptionImage::Paint(Upp::Draw&) in VegaTab1.o
    (maybe you meant: Upp::DrawSmartText(Upp::Draw&, int, int, int, char const*, Upp::Font,
Upp::Color, int, Upp::Color))
  "Upp::FormatDoubleN(double)", referenced from:
      Upp::Point_<double>::ToString() const in Core.a(ValueUtil.o)
      Upp::Size_<double>::ToString() const in Core.a(ValueUtil.o)
      Upp::IniDouble::ToString() const in Core.a(Ini.o)
      Upp::TimeStop::ToString() const in Core.a(Util.o)
      Upp::Size_<double>::ToString() const in Draw.a(Draw.o)
      Upp::SvoFn<double>::AsString(void const*) in Core.a(Value.o)
      Upp::String Upp::AsString<std::__1::complex<double> >(std::__1::complex<double> const&)
in Core.a(Value.o)
```

```
      ...
  "Upp::FormatInteger(int)", referenced from:
      SaveConfigFile() in main.o
      VegaMain::GetSplitterSize() in main.o
      VegaMain::DeleteRoundCB() in VegaMenus.o
      VegaMain::DownloadPlayer() in VegaMenus.o
      VegaMain::Upset(int) in VegaMenus.o
      VegaMain::CheckName() in VegaMenus.o
      VegaMain::AddImportedPlayer1() in VegaMenus.o
      ...
  "Upp::Atof(char const*)", referenced from:
      Upp::RTFParser::ReadField(char const*) in CtrlCore.a(ParseRTF.o)
      Upp::GetTransformArgs(Upp::String, char const*) in Painter.a(SvgUtil.o)
  "Upp::CParser::ReadDouble()", referenced from:
      Upp::ParseJSON(Upp::CParser&) in Core.a(JSON.o)
      Upp::StringToDash(Upp::String const&, double&) in Painter.a(Painter.o)
      Upp::SvgParser::Poly(Upp::XmlNode const&, bool) in Painter.a(SvgParser.o)
      Upp::ReadNumber(Upp::CParser&) in Painter.a(SvgParser.o)
      Upp::GetSvgViewBox(Upp::String const&) in Painter.a(SvgParser.o)
      Upp::Painter::Path(Upp::CParser&) in Painter.a(PainterPath.o)
      Upp::SvgParser::Transform(char const*) in Painter.a(SvgStyle.o)
      ...
  "Upp::FormatE(double, int, unsigned int)", referenced from:
      Upp::DbfStream::Field::Format(Upp::Value, unsigned char) const in dbf.a(dbf.o)
  "Upp::FormatF(double, int, unsigned int)", referenced from:
      Upp::PdfDraw::DrawEllipseOp(Upp::Rect_<int> const&, Upp::Color, int, Upp::Color) in
PdfDraw.a(PdfDraw.o)
      Upp::DbfStream::Field::Format(Upp::Value, unsigned char) const in dbf.a(dbf.o)
  "Upp::FormatG(double, int, unsigned int)", referenced from:
      Upp::AsString(double, int) in Core.a(mathutil.o)
      Upp::AsJSON(Upp::Value const&, Upp::String const&, bool) in Core.a(JSON.o)
      Upp::String Upp::XmlAttrStore<double>(double const&) in Core.a(Xmlize.o)
      Upp::XmlIO Upp::XmlIO::Attr<double>(char const*, double&) in Core.a(Xmlize.o)
  "Upp::String0::Set0(char const*, int)", referenced from:
      ReadConfigFile() in main.o
      GuiMainFn_() in main.o
      Vega8Img::Find(char const*) in VegaMenus.o
      VegaMain::NewTournament() in VegaMenus.o
      VegaMain::OpenTournament(int) in VegaMenus.o
      VegaMain::SaveTournament() in VegaMenus.o
      VegaMain::Import(int) in VegaMenus.o
```

Does anybody know how to fix it?
Thanks,
Luigi

PS: the latest theide cannot run under Mojave.

Subject: Re: x86_64 compilation error under Catalina
Posted by Novo on Fri, 21 Jan 2022 00:18:58 GMT
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I personally do not have any problems building on Catalina (10.15) ...

Subject: Re: x86_64 compilation error under Catalina
Posted by forlano on Fri, 21 Jan 2022 20:29:53 GMT
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Thank you for the feedback.
Maybe something went wrong with the Xcode cli installation and I messed up the system. Now I cannot longer compile under Catalina.

Luigi

Subject: Re: x86_64 compilation error under Catalina
Posted by fudadmin on Thu, 08 Dec 2022 03:49:05 GMT
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forlano wrote on Fri, 21 January 2022 20:29Thank you for the feedback.
Maybe something went wrong with the Xcode cli installation and I messed up the system. Now I cannot longer compile under Catalina.

Luigi

Hi, Luigi!

Why is this still not [SOLVED]? For me it was a simple - to clean the whole upp and to build everything again. I think I had the same errors.
Btw, have read this? https://www.ultimatepp.org/forums/index.php?t=msg&th=11976&goto=59264&#msg_59264

Subject: Re: x86_64 compilation error under Catalina
Posted by Novo on Fri, 09 Dec 2022 05:04:56 GMT
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Compilation for MacOS is currently broken.

Subject: Re: x86_64 compilation error under Catalina
Posted by fudadmin on Thu, 15 Dec 2022 13:48:57 GMT
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Novo wrote on Fri, 09 December 2022 05:04Compilation for MacOS is currently broken.

I am sorry. I had not noticed and did not expect that, by default, with just one flag "GUI", theide compiles the OSX version...
On the other hand, UPP_VERSION 0x20220100 with GUI COCOA flags gives me:
error: expected identifier
expanded from macro #define  TCP_NODELAY  0x01,

Any ideas how to fix this?
Rename TCP_NODELAY?

P.S. Adding line #undef TCP_NODELAY
in Core/Core.h like this:

```
#ifdef __APPLE__
#undef TCP_NODELAY
#endif
enum
{
 INVALID_SOCKET = -1,
 TCP_NODELAY    = 1,
 SD_RECEIVE     = 0,
 SD_SEND        = 1,
 SD_BOTH        = 2,
};
```

restores compiling for the mentioned version. Is that ok? what extra flag do we need to enclose this undef?
#ifdef __APPLE__  is ok?

P.P.S. Bad news after all...  I have updated from git and now
it is the same problem like on Linux X11:
duplicate member
 static int  WndCaretTime;

And I am at loss with UPP_VERSION... It shows the same..

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Subject: Re: x86_64 compilation error under Catalina
Posted by fudadmin on Tue, 03 Jan 2023 05:28:11 GMT
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Novo wrote on Fri, 09 December 2022 05:04Compilation for MacOS is currently broken.

I have done some crude fixes at my fork and you even can download 2022.3 arm version of theide there:
https://github.com/arilect/ultimatepp/releases

More info is here:
https:// www.ultimatepp.org/forums/index.php?t=msg&th=11934&s tart=0&

Subject: Re: x86_64 compilation error under Catalina
Posted by mirek on Thu, 23 Mar 2023 08:45:02 GMT
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fudadmin wrote on Thu, 15 December 2022 14:48Novo wrote on Fri, 09 December 2022 05:04Compilation for MacOS is currently broken.

I am sorry. I had not noticed and did not expect that, by default, with just one flag "GUI", theide compiles the OSX version...
On the other hand, UPP_VERSION 0x20220100 with GUI COCOA flags gives me:
error: expected identifier
expanded from macro #define TCP_NODELAY 0x01,

Any ideas how to fix this?
Rename TCP_NODELAY?

It appears that the define does define TCP_NODELAY to the same value (1). Therefore have fixed this with #ifndef TCP_NODELAY ...

Mirek