
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::StrDbIValue(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::XmlAttributeStore<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 20:29 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

Hi, Luigi!

Why is this still not [SOLVED]? For me it was a simple - to clean the whole up 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 05:04 Compilation 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..

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 05:04 Compilation 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&start=0&](https://www.ultimatepp.org/forums/index.php?t=msg&th=11934&start=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
