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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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----- plugin/z ( GUI CLANG SHARED POSIX BSD OSX ) ( 30 / 31 )
----- Vega82 ( GUI MAIN CLANG SHARED POSIX BSD OSX ) ( 31 / 31 )
```

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.

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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) ...

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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

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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 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](https://www.ultimatepp.org/forums/index.php?t=msg&th=11976&goto=59264&#msg_59264)

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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.

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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..

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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 05:04 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&)

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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

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