Subject: 2023.1 released
Posted by mirek on Wed, 31 May 2023 09:39:50 GMT
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- MacOS is supported again; POSIX and MACOS releases are now merged to single archive
- clang-format integration
- .image selection database tool

Subject: Re: 2023.1 released
Posted by Tom1 on Wed, 31 May 2023 11:06:32 GMT
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Many thanks!

Best regards,

Tom

Subject: Re: 2023.1 released
Posted by Klugier on Wed, 31 May 2023 20:06:15 GMT
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Hello Mirek,

Congratulations! It is good to see new U++ release. I created release on GitHub. I also decided to add a description to the release not only several points.

Klugier

Subject: Re: 2023.1 released
Posted by mirek on Thu, 01 Jun 2023 07:33:53 GMT
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Klugier wrote on Wed, 31 May 2023 22:06Hello Mirek,

Congratulations! It is good to see new U++ release. I created release on GitHub. I also decided to add a description to the release not only several points.

Klugier

Thank you.

Subject: Re: 2023.1 released
Posted by BetoValle on Sun, 04 Jun 2023 21:53:18 GMT
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Hi,

When updating an application and it did not compile (rebuild all in windows 10, 64) due to the error:

... Linking has failed
... ld.lld: error: undefined symbol: HostSys(char const*, Upp::String&)

line 255 Util.cpp (version 16847)
(NOTE: no was directive to PLATFORM_WIN32!)

```
bool HasGit()
{
 String dummy;
 static bool b = HostSys("git", dummy) >= 0;
 return b;
}
```

line 262 Util.cpp (in old version 16660 this works!)
(NOTE: in line 255 was the directive #ifdef PLATFORM_WIN32)

```
bool HasGit()
{
 String dummy;
 static bool b = FileExists(GetInternalGitPath()) || Sys("git", dummy) >= 0;
 return b;
}
```

Thanks!

Subject: Re: 2023.1 released
Posted by BetoValle on Sun, 04 Jun 2023 22:07:20 GMT
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in the line 246 I inserted the contents of the previous version and it worked fine!

```
#ifdef PLATFORM_WIN32

String GetInternalGitPath() { return GetExeDirFile("bin/mingit/cmd/git.exe"); }

  bool HasGit()
  {
 String dummy;
 static bool b = FileExists(GetInternalGitPath()) || Sys("git", dummy) >= 0;
 return b;
  }

#else
  bool HasGit()
  {
 String dummy;
 static bool b = HostSys("git", dummy) >= 0;
 return b;
  }

#endif
```

Subject: Re: 2023.1 released
Posted by mirek on Mon, 05 Jun 2023 07:10:04 GMT
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BetoValle wrote on Sun, 04 June 2023 23:53Hi,

When updating an application and it did not compile (rebuild all in windows 10, 64) due to the error:

Some context please!

What application?

Mirek

Subject: Re: 2023.1 released
Posted by BetoValle on Mon, 05 Jun 2023 11:49:27 GMT
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Hi,

I built an application to backup files and in one routine I use the ShellOpenFolder function from the ComDlg.cpp file in the ide/common package. (the Util.cpp file in question is part of this component)

```
int n = gD.GetCursor();
String pasta_= gD.Get ( n,colunaDestino).ToString();
if(!pasta_.IsEqual("") )
  ShellOpenFolder(pasta_);
```

Subject: Re: 2023.1 released
Posted by mirek on Mon, 05 Jun 2023 14:22:17 GMT
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ide/common is not really meant to be used in client code. I suggest to copy that function (which one is that?) to your code.

Subject: Re: 2023.1 released
Posted by BetoValle on Mon, 05 Jun 2023 16:06:25 GMT
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Hi,
ok! I replace the function ShellOpenFolder for LaunchWebBrowser and removed the component ide/common from the application!
it work fine!

Thanks!
