Subject: U++ 2023.2rc1
Posted by mirek on Sun, 01 Oct 2023 16:08:39 GMT
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Time to move forward...

https://sourceforge.net/projects/upp/files/upp/2023.2rc1/

ide:

- New C++ sources indexer mode - previoualy, after each file change, all depended files were reindexed. That often resulted in very heavy CPU load after each header change. In the new mode, only the changed file is being reindexed - while less accurate, real problems in this new mode are actually rare and it makes for much more responsive experience using theide.

- Many Assist cornercases fixed

- Result lists of Find in Files and Usage now have "Replace" button which effectively brings the "rename the entity" functionality (e.g. to rename method, find its Usage and then use Replace)

- Bottom pane was redesigned allowing for more Find in Files and Usage result lists.

- Many improvements in source comparsions
"Show git history of file" now allows for choosing branches
"Compare with" now suggests files with the same name from other upp nests
"Compare directories" now allows comparison with git commit

- Various windows like comparisons are now non-modal. It is now e.g. possible to open multiple e.g. Directory comparison windows

- Merge nests function got ability to specify target folder. Default mode is now to "import" packages missing in the first nest to "imported" subfolder of the first nest. The idea is to create an assembly of first nest and its "imported" subfolder to have imported packages fixed, while still allowing the use of the very same packages from original sources with another assembly.

- Visual improvements, UHD versions of many icons

- C++ Language standard for assist (e.g. C++ 17) can now be selected in Assist setup

- Flow breaking commands (return, break, continue, goto, co_return, throw) now have specific syntax highlighting

- TheIDE now displays out-of-page function/class headers in the first line of editor. This is helpful for quick orientation when jumping into long function body.

- External changes for files now getting proper undo records (previously undo history was lost when file was edited outside of ide session)

- Repo sync git pull mode changed to "merge" (from "rebase")

- U++ Builder now defines bmGIT_HASH (with git hash of first nests HEAD, if it is git repo).

- Copy with Syntax highlighting function

umk:

- -h option to automatically download missing packages from UppHub if possible

RichEdit, RichText:

- "Paste without formatting"
- Clipboard 'HTML format' support
- GetPlainText allow_tabs parameter; CtrlLib Prompt now sometimes uses '\t' to separate table cells.

Draw, CtrlLib:

- StdDisplay (if CtrlLib is present) now supports \1 qtf escape code

Core:

- CParser::ReadDoubleNoE (to ignore E part of double)
- CParser::ReadIdh (with '-' in id), RichText: EncodeHTML strikeout support

Win32:

- OpenSSL now upgraded to 1.1.1w

Subject: Re: U++ 2023.2rc1
Posted by Oblivion on Sun, 01 Oct 2023 18:36:20 GMT
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Hi Mirek,

Great improvements, indeed. Thank you!

However, there remains a nasty bug.
Any unknown keyword or random letter in an ".ext" file hangs theIDE. They should be ignored or the compilation should fail with an error message.
IIRC, I reported this bug a couple of years ago and it was fixed (or so I remember). So this may be a regression.

Best regards,
Oblivion

Subject: Re: U++ 2023.2rc1
Posted by zsolt on Mon, 02 Oct 2023 16:10:17 GMT
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Thanks, Mirek!

Could you check this other XML bugfix?
https:// www.ultimatepp.org/forums/index.php?t=msg&th=12169&g oto=60191&#msg_60191

This is critical, I think, because XML parsing can go into an endless loop.

Subject: Re: U++ 2023.2rc1
Posted by mirek on Mon, 02 Oct 2023 21:57:14 GMT
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Oblivion wrote on Sun, 01 October 2023 20:36Hi Mirek,

Great improvements, indeed. Thank you!

However, there remains a nasty bug.
Any unknown keyword or random letter in an ".ext" file hangs theIDE. They should be ignored or the compilation should fail with an error message.
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Best regards,
Oblivion

Fixed in master. Seriously I am not sure what went wrong, the original fix survived for single commit, so perhaps some wrongly resolved conflict

Subject: Re: U++ 2023.2rc1
Posted by zsolt on Fri, 13 Oct 2023 01:15:02 GMT
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Hi Mirek,
could you check this SqlPerformScript bug?
https:// www.ultimatepp.org/forums/index.php?t=msg&th=12172&s tart=0&