Subject: Current porting state?
Posted by Werner on Fri, 25 Aug 2006 15:24:52 GMT
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Mirek's message #4924 "PocketPC conquered...."

I am happy to announce that the hard part of PocketPC support is finished - I was able
to run most of "examples" on my PDA (interestingly, without any changes to the examples code,
just compile&run).

Now of course, a lot of issues remains to be resolved, starting with right click emulation etc....
but the core work is already done.

Mirek

P.S.: Somebody to donate OSX capable PowerPC Mac?

gives cause to update my web site. So:

What is the current state of the Linux, UNIX, MacOS, ... portings?

Werner

Subject: Re: Current porting state?
Posted by mirek on Sun, 27 Aug 2006 17:13:08 GMT
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- Windows is mature

- Most of Linux problems of past (e.g. printing or PdfDraw) are now resolved. (still missing is
OpenGL support). FreeBSD is I believe the same thing.

- PocketPC is under development, I hope that next big release will be able to announce support

- MacOS is still in plans. With the current PocketPC experience, I dare to say that it will need no
more than two months, however I do not think there will be MacOS in next release (unfortunately).

Mirek

Subject: Re: Current porting state?
Posted by Werner on Sun, 27 Aug 2006 18:36:01 GMT
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luzr wrote on Sun, 27 August 2006 19:13- Windows is mature

- Most of Linux problems of past (e.g. printing or PdfDraw) are now resolved. (still missing is OpenGL support). FreeBSD is I believe the same thing.

- PocketPC is under development, I hope that next big release will be able to announce support

- MacOS is still in plans. With the current PocketPC experience, I dare to say that it will need no more than two months, however I do not think there will be MacOS in next release (unfortunately).

Mirek

Thanks a lot. I'll incorporate this into the next update of my web site.

Werner

P. S.:

Actually I expected the Linux, FreeBSD, etc. maintainers to answer. Are you doing all the stuff yourself?

Werner

Subject: Re: Current porting state?
Posted by masu on Sun, 27 Aug 2006 19:22:04 GMT
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Werner wrote on Sun, 27 August 2006 20:36Actually I expected the Linux, FreeBSD, etc. maintainers to answer. Are you doing all the stuff yourself?

Hi Werner,

as far as FreeBSD is concerned, I can assure you that Ultimate++ is working. I think it should be similar to all BSDs. But I think one has to compile Ultimate++ on its own for example on NetBSD and OpenBSD for now. Maybe I prepare a pkgsrc port in the near future, which supports quite a lot BSDs since pkgsrc is available for all these systems.
If you are curious, you can have a look at:
http://www.netbsd.org/Documentation/software/packages.html

Matthias

Subject: Re: Current porting state?
Posted by mirek on Sun, 27 Aug 2006 20:52:52 GMT
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Quote:
Actually I expected the Linux, FreeBSD, etc. maintainers to answer. Are you doing all the stuff
yourself?

Let us say I am responsible for majority of changes in uppsrc... including all platform specific
code. This is not quite fortunate situation (nobody likes to depend on one-mans show), but it is as
it is now...

So far, I have created all linux releases too (but not freebsd), which shows... (by avoiding all
rules... I hope this is gona change soon.

Mirek

Subject: Re: Current porting state?
Posted by Werner on Mon, 28 Aug 2006 19:38:21 GMT
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masu wrote on Sun, 27 August 2006 21:22Werner wrote on Sun, 27 August 2006 20:36Actually I
expected the Linux, FreeBSD, etc. maintainers to answer. Are you doing all the stuff yourself?

Hi Werner,

as far as FreeBSD is concerned, I can assure you that Ultimate++ is working. I think it should be
similar to all BSDs. But I think one has to compile Ultimate++ on its own for example on NetBSD
and OpenBSD for now. Maybe I prepare a pkgsrc port in the near future, which supports quite a
lot BSDs since pkgsrc is available for all these systems.
If you are curious, you can have a look at:
http://www.netbsd.org/Documentation/software/packages.html

Matthias

Thanks. I updated my web site accordingly. (Maybe in a slightly optimistic tone as far as NetBSD
and OpenBSD are concerned   ...)

Werner

Subject: Re: Current porting state?
Posted by lundman on Mon, 11 Sep 2006 08:35:25 GMT
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I run Ultimate++ on NetBSD and it was no more than 7-8 changes needed to compile it. However,

---

it will still only run on Little Endian. We are very patiently waiting for BE, and OsX support.

Many users waiting on OsX infact.

I should try the new Japanese fixes though, be curious if it runs better in Japanese.

Lund

Subject: Re: Current porting state?
Posted by mirek on Mon, 11 Sep 2006 08:41:56 GMT
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Quote:
I run Ultimate++ on NetBSD and it was no more than 7-8 changes needed to compile it.

Well, I might have missed something, but if they are in the C++ code, could you list them please?

Quote:
However, it will still only run on Little Endian. We are very patiently waiting for BE, and OsX support.

At least, it now runs on ARM

BE support should be easy (right now there is just single place which needs fixing). Do you have any hardware to test with?

Mirek

Subject: Re: Current porting state?
Posted by lundman on Mon, 11 Sep 2006 12:05:02 GMT
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luzr wrote on Mon, 11 September 2006 17:41

Well, I might have missed something, but if they are in the C++ code, could you list them please?

Nah, usual porting things when it's Linux coders .. lets see if I remember.
loff_t=off_t
lseek64=lseek
ftruncate64=ftruncate
strerror_r=strerror

Hmm actually, i think the latter needed some code changes due to the argument count differences.

Considered autoconf? I know it doesn't fit in the picture when you have the IDE running, but to build the ide maybe?

Oh, as a corollary, I need a way to run ./configure in my Project from the ide.. possible?

Quote:
BE support should be easy (right now there is just single place which needs fixing). Do you have any hardware to test with?

Lots and lots. If you want to fiddle with the last place, we can start on some debugging.

Lund

Subject: Re: Current porting state?
Posted by mirek on Mon, 11 Sep 2006 12:16:06 GMT
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Quote:
Considered autoconf? I know it doesn't fit in the picture when you have the IDE running, but to build the ide maybe?

No problem, but do not expect me to do that. I still hope for posix maintainer to do that for us...

Quote:
Oh, as a corollary, I need a way to run ./configure in my Project from the ide.. possible?

The only possible way would be using custom build steps AFAIK.

Quote:
Lots and lots. If you want to fiddle with the last place, we can start on some debugging.

Actually, the last place I am aware of deals with swapping order in serialization, it would be problem only if you would want to share serialization between BE/LE machines (which is hardly the case now).

Means, if you can, what about to simply try the current version?

Mirek

Subject: Re: Current porting state?
Posted by lundman on Tue, 12 Sep 2006 01:13:57 GMT

luzr wrote on Mon, 11 September 2006 21:16
No problem, but do not expect me to do that. I still hope for posix maintainer to do that for us...

Well, let me know. I just forced myself to learn autoconf, and converted 4 of my projects to use it. It was surprisingly easy, but it helped to find an excellent PDF walk-through.

Quote:
The only possible way would be using custom build steps AFAIK.

I'll explore that, as long as it could be a possible step.

Quote:
Actually, the last place I am aware of deals with swapping order in serialization, it would be problem only if you would want to share serialization between BE/LE machines (which is hardly the case now).

Means, if you can, what about to simply try the current version?

Mirek

Ok, I have started that.

Subject: Re: Current porting state?
Posted by lundman on Tue, 12 Sep 2006 04:01:12 GMT

The Makefile seems quite out of date, if it is automatically generated by something, could someone do that for me

Perhaps something else is up. But files like PixelArray.h don't exist, but are mentioned in Makefile.

Subject: Re: Current porting state?
Posted by lundman on Tue, 12 Sep 2006 05:49:59 GMT
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Sorry for the noise, but it appears I can export the Makefile with my old 604 ide just fine. Nice it seems backward compatible.

Subject: Re: Current porting state?
Posted by lundman on Tue, 12 Sep 2006 09:03:09 GMT
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Right, I created a new flagNETBSD ok, changed everywhere so it compiles without issue. The IDE does seem to have some trouble:

http://netbsd.interq.or.jp/~lundman/upp-609dev1.jpg

But testing all Examples that build, they all work fine.

Did the same for OSX, which compiles, but it does not start. Initially it is:

0xffff86f8 in ___bzero () at
 /System/Library/Frameworks/System.framework/PrivateHeaders/p pc/cpu_capabilities.h:187
 101::memset(&obj, 0, sizeof(obj));

Which does not really make sense. A bit of googling seems to suggest there is a namespace issue "history", with libedit (readline).

However, I commented that line out, in the interest to see how much further I could get:

Program received signal EXC_BAD_ACCESS, Could not access memory.
Reason: KERN_INVALID_ADDRESS at address: 0x3a262ff8
0x0026e500 in UnpackRLE (t=0x3a262ff8, s=0x421995

/Users/lundman/uppsrc/uppsrc/Draw/ImageBlit.cpp:51
51   *t++ = h;

Also seems odd, perhaps still related to the first issue, so I need to track that down first.

Subject: Re: Current porting state?
Posted by mirek on Tue, 12 Sep 2006 09:16:19 GMT
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I am a bit confused. That NetBSD test, is it on non-X86 (big endian) architecture?

UnpackRLE - looks like unaligned access or access to invalid memory. Well, unaligned access is unlikely, 0x3a262ff8 is not unaligned. Perhaps there is a problem with heap, that is very likely, please try to compile with USEMALLOC (that could resolve the first problem as well).

Mirek

Subject: Re: Current porting state?
Posted by lundman on Tue, 12 Sep 2006 10:06:44 GMT
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Correct, two tests.

First one to bring my working Intel-NetBSD-604 to latest. However, it displays that corruption in the IDE. However, programs compiled with ide seems to work. (Maybe I should recompile the ide in the ide hmm)

I will try with USEMALLOC on the ppc OsX.

Subject: Re: Current porting state?
Posted by lundman on Tue, 12 Sep 2006 10:56:20 GMT
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Hmm is it enough to add -DflagUSEMALLOC in Makefile, and hose the out/ dir to recompile? Because if it is, it is 100% the same problem

Subject: Re: Current porting state?
Posted by mirek on Tue, 12 Sep 2006 11:00:06 GMT

Yes, that should be enough.

Well, in that case, I thing you should start with something more simple, some Core application without GUI, like

CONSOLE_APP_MAIN { LOG("Hello world!"); }

to get Core working and add GUI later...

Mirek

Subject: Re: Current porting state?
Posted by lundman on Wed, 13 Sep 2006 01:27:06 GMT

I do not know if I am doing it the correct way, but I exported the Makefile for HelloWorld and set to.

The flagUSEMALLOC, when enabled, created some undefined references MemoryDumpLeaks() in Core.h, which was easy to fix, but I took out USEMALLOC anyway.

Compiling HelloWorld failed due to:

StaticCriticalSection::Initialize

So I wrapped the prototype in #ifdef _MULTITHREADED in mt.h

Then we were linked. Still cores in identical memset(), commented out.

Cores in UnpackRLE, so I made it just return s;

Cores in memcpy:82 Util.h

Cores in memset:273 Image.cpp

At this point I get the Window comes up, with working menu bar.

Picking About will core again, this time in:

Program received signal EXC_BAD_ACCESS, Could not access memory.
Reason: KERN_INVALID_ADDRESS at address: 0x36340834
0x000e14fc in BltAAMapRGBA4 (dest=0x6888c00, s=0x36340834, map=0x6377080) at

/Users/lundman/uppsrc/uppsrc/Draw/ImageScale.cpp:278
278   dest[0] = (s[0].b + s[step].b + s[2 * step].b + s[3 * step].b) << 6;
(gdb) p s
$1 = (const RGBA *) 0x36340834
(gdb) p *s
Cannot access memory at address 0x36340834

Why is it that your RGBA's, which seem to be defined as "RGBA *" or, pointers to an RGBA, end up with the RGBA value "0x36340834" (which looks like a clean RGBA value to me) instead of a pointer to said value.

Almost like:
 RGBA *rgba;
 *rgba = value;
.. is interpreted as "*(rgba)=value;" instead of the correct
"(*rgba)=value;".

Subject: Re: Current porting state?
Posted by mirek on Wed, 13 Sep 2006 06:10:51 GMT
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Quote:
I do not know if I am doing it the correct way, but I exported the Makefile for HelloWorld and set to.

HelloWorld is still too big. First thing that you should make working when porting is logging (LOG and DUMP).

Quote:
The flagUSEMALLOC, when enabled, created some undefined references MemoryDumpLeaks() in Core.h, which was easy to fix, but I took out USEMALLOC anyway.

Rather stay with malloc. If there is something highly platform sensitive, it is heap allocator implementation.

Quote:
Compiling HelloWorld failed due to:

StaticCriticalSection::Initialize

Error?

Quote:
(gdb) p s
$1 = (const RGBA *) 0x36340834
(gdb) p *s
Cannot access memory at address 0x36340834

Why is it that your RGBA's, which seem to be defined as "RGBA *" or, pointers to an RGBA, end up with the RGBA value "0x36340834" (which looks like a clean RGBA value to me) instead of a pointer to said value.

Almost like:
 RGBA *rgba;
 *rgba = value;
.. is interpreted as "*(rgba)=value;" instead of the correct
"(*rgba)=value;".

Actually, I believe that debugger and compiler are correct. Just somehow s contains invalid address.

Subject: Re: Current porting state?
Posted by lundman on Wed, 13 Sep 2006 06:51:02 GMT
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luzr wrote on Wed, 13 September 2006 15:10

HelloWorld is still too big. First thing that you should make working when porting is logging (LOG and DUMP).

Alas, I have no idea how I'm supposed to compile/link a
 CONSOLE_APP_MAIN { LOG("Hello world!"); }
with the ide, nor have I seen a guide to that effect.. Some hints here would help me plenty.

Quote:
Rather stay with malloc. If there is something highly platform sensitive, it is heap allocator implementation.

Alright, it is back on, same cores.

Quote:
Compiling HelloWorld failed due to:

StaticCriticalSection::Initialize

Error?

That Initialize was undefined. Seems mt.cpp has it in #ifdef _MULTITHREADED but the mt.h does not. This compiler insist it to be defined if it is prototyped in the class.

Similarly, Get method.

Quote:
Actually, I believe that debugger and compiler are correct. Just somehow s contains invalid address.

Understood.

Subject: Re: Current porting state?
Posted by lundman on Wed, 13 Sep 2006 07:21:59 GMT
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Might not be right, but I gutted hello.cpp to be able to proceed:

./HelloWorld
#

cat ~/.HelloWorld.log
* HelloWorld 13.09.2006 16:19:47, user: lundman

%02d:%02d:%02d log is persistentUnable tHello world!
#

Subject: Re: Current porting state?
Posted by mirek on Wed, 13 Sep 2006 08:01:37 GMT
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lundman wrote on Wed, 13 September 2006 03:21
Might not be right, but I gutted hello.cpp to be able to proceed:

./HelloWorld
#

```
# cat ~/.HelloWorld.log
* HelloWorld 13.09.2006 16:19:47, user: lundman

%02d:%02d:%02d log is persistentUnable tHello world!
#
```

Interesting. Now what about

```
CONSOLE_APP_MAIN {
  for(int i = 0; i < 100; i++)
    LOG(i);
}

CONSOLE_APP_MAIN {
  for(int i = 0; i < 100; i++)
    LOG(GetSysDate() + i);
}

CONSOLE_APP_MAIN {
  Vector<Date> m;
  for(int i = 0; i < 100; i++)
    m.Add(GetSysDate() + i);
  DUMPC(m);
}

CONSOLE_APP_MAIN {
  FileOut out(ConfigFile("test"));
  for(int i = 0; i < 100; i++)
    out << GetSysDate() + i;
  DUMP(LoadFile(ConfigFile("test")));
}
```

Subject: Re: Current porting state?
Posted by lundman on Wed, 13 Sep 2006 09:15:50 GMT
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luzr wrote on Wed, 13 September 2006 17:01

```
CONSOLE_APP_MAIN {
  for(int i = 0; i < 100; i++)
    LOG(i);
```

}

* HelloWorld 13.09.2006 17:43:34, user: lundman

%02d:%02d:%02d log is persistentUnable t0
1
2
[snip]
98
99

Quote:

```
CONSOLE_APP_MAIN {
  for(int i = 0; i < 100; i++)
    LOG(GetSysDate() + i);
}
```


* HelloWorld 13.09.2006 17:47:48, user: lundman

%02d:%02d:%02d log is persistentUnable t09/13/2006
09/14/2006
09/15/2006
[snip]
12/20/2006
12/21/2006

Quote:

```
CONSOLE_APP_MAIN {
  Vector<Date> m;
  for(int i = 0; i < 100; i++)
    m.Add(GetSysDate() + i);
  DUMPC(m);
}
```


* HelloWorld 13.09.2006 17:55:17, user: lundman

%02d:%02d:%02d log is persistentUnable tm:

```
    [0] = 09/13/2006
    [1] = 09/14/2006
[snip]
    [98] = 12/20/2006
    [99] = 12/21/2006
```

Quote:

```
CONSOLE_APP_MAIN {
  FileOut out(ConfigFile("test"));
  for(int i = 0; i < 100; i++)
    out << GetSysDate() + i;
  DUMP(LoadFile(ConfigFile("test")));
}
```

(Moved brackets to fix)

* HelloWorld 13.09.2006 18:11:45, user: lundman

%02d:%02d:%02d log is persistentUnable tLoadFile(ConfigFile("test")) =

cat ~/.HelloWorld/test
09/13/200609/14/200609/15/200609/16/200609/17/200609/18/200609/19/200609/20/200609/21/2
00609/22/200609/23/200609/24/200609/25/200609/26/200609/27/200609/28/200609/29/200609/
30/200610/01/200610/02/200610/03/200610/04/200610/05/200610/06/200610/07/200610/08/200
610/09/200610/10/200610/11/200610/12/200610/13/200610/14/200610/15/200610/16/200610/17/
200610/18/200610/19/200610/20/200610/21/200610/22/200610/23/200610/24/200610/25/200610
/26/200610/27/200610/28/200610/29/200610/30/200610/31/200611/01/200611/02/200611/03/200
611/04/200611/05/200611/06/200611/07/200611/08/200611/09/200611/10/200611/11/200611/12/
200611/13/200611/14/200611/15/200611/16/200611/17/200611/18/200611/19/200611/20/200611
/21/200611/22/200611/23/200611/24/200611/25/200611/26/200611/27/200611/28/200611/29/200
611/30/200612/01/200612/02/200612/03/200612/04/200612/05/200612/06/200612/07/200612/08/
200612/09/200612/10/200612/11/200612/12/200612/13/200612/14/200612/15/200612/16/200612
/17/200612/18/200612/19/200612/20/200612/21/2006
```

---

Subject: Re: Current porting state?
Posted by mirek on Wed, 13 Sep 2006 09:23:04 GMT
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Well, that

"%02d:%02d:%02d log is persistentUnable t"

is strange, but I think I have seen something similiar in Linux, so this bug (which I will resolve ASAP) is most likley harmless.

Rest seem to work OK.

BTW, what is the status of "tweaks"? USEMALLOC, commenting lines in platform headers etc?

---

## Subject: Re: Current porting state?
Posted by mirek on Wed, 13 Sep 2006 09:39:28 GMT
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Quote:
0xffff86f8 in ___bzero () at
  /System/Library/Frameworks/System.framework/PrivateHeaders/p pc/cpu_capabilities.h:187
 101::memset(&obj, 0, sizeof(obj));


What about backtrace? (stack)

Quote:
Program received signal EXC_BAD_ACCESS, Could not access memory.
Reason: KERN_INVALID_ADDRESS at address: 0x3a262ff8
0x0026e500 in UnpackRLE (t=0x3a262ff8, s=0x421995

/Users/lundman/uppsrc/uppsrc/Draw/ImageBlit.cpp:51
51      *t++ = h;

Also seems odd, perhaps still related to the first issue, so I need to track that down first.


Backtrace?

Could you please check

CONSOLE_APP_MAIN {
DUMP((void *)new byte[100]);
}

to find out where OSX tends to place allocations? (0x3a262ff8 seems a little high for me...).

Mirek

---

## Subject: Re: Current porting state?
Posted by lundman on Wed, 13 Sep 2006 09:42:30 GMT

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Tweaks are, USEMALLOC on, and about 3 memset, 1 memcpy are commented out.

memset/memcpy in Core/Util.h and memset in Draw/Image.cpp

I shall try with them back in now....

and it's identical.

* HelloWorld 13.09.2006 18:39:01, user: lundman

%02d:%02d:%02d log is persistentUnable tLoadFile(ConfigFile("test")) =

9/13/200609/14/200609/15/200609/16/200609/17/200609/18/200609/19/200609/20/200609/21/20
0609/22/200609/23/200609/24/200609/25/200609/26/200609/27/200609/28/200609/29/200609/3
0/200610/01/200610/02/200610/03/200610/04/200610/05/200610/06/200610/07/200610/08/2006
10/09/200610/10/200610/11/200610/12/200610/13/200610/14/200610/15/200610/16/200610/17/2
00610/18/200610/19/200610/20/200610/21/200610/22/200610/23/200610/24/200610/25/200610/
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611/04/200611/05/200611/06/200611/07/200611/08/200611/09/200611/10/200611/11/200611/12/
200611/13/200611/14/200611/15/200611/16/200611/17/200611/18/200611/19/200611/20/200611
/21/200611/22/200611/23/200611/24/200611/25/200611/26/200611/27/200611/28/200611/29/200
611/30/200612/01/200612/02/200612/03/200612/04/200612/05/200612/06/200612/07/200612/08/
200612/09/200612/10/200612/11/200612/12/200612/13/200612/14/200612/15/200612/16/200612
/17/200612/18/200612/19/200612/20/200612/21/2006

## Subject: Re: Current porting state?
Posted by mirek on Wed, 13 Sep 2006 09:45:24 GMT

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```
Image::Image(const Init& init)
{
 ASSERT(init.info[0] >= 1);
 Size sz;
```

```
sz.cx = PeekIL(init.info + 1);
sz.cy = PeekIL(init.info + 5);
ImageBuffer b(sz);
int i = 0;
while(i < init.scan_count) {
 UnpackRLE(b[i], (const byte *)init.scans[i], sz.cx);
 i++;
}
while(i < sz.cy)
 memset(b[i++], 0, sizeof(RGBA) * sz.cx);
b.SetHotSpot(Point(PeekIL(init.info + 9), PeekIL(init.info + 13)));
Set(b);
}
```

Maybe PeekIL is the cause as it is affected by endianess.

It is defined in Core/util.h, util.cpp.

Maybe it is worth checking what is the status of

CPU_X86
CPU_LE
CPU_UNALIGNED

macros....

Subject: Re: Current porting state?
Posted by mirek on Wed, 13 Sep 2006 09:52:47 GMT
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lundman wrote on Wed, 13 September 2006 05:42
Tweaks are, USEMALLOC on, and about 3 memset, 1 memcpy are commented out.

memset/memcpy in Core/Util.h and memset in Draw/Image.cpp

I shall try with them back in now....

and it's identical.

If I understand you well, most of Core works without tweaks? That is a good prerequisite to further testing

Mirek

Subject: Re: Current porting state?
Posted by lundman on Wed, 13 Sep 2006 09:53:53 GMT
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This part of the system is new to me, but I define:

 -DflagGUI -DflagGCC32 -DflagDEBUG -DflagSHARED -DflagDEBUG_FULL -DflagBLITZ
-DflagOSX -DflagUSEMALLOC

Core.h has hmm oh I see. You define default to be X86. I assumed the default would not set
anything. My Bad.

Now there is a CPU_PPC, which I also set in Makefile

Recompiling.

Subject: Re: Current porting state?
Posted by mirek on Wed, 13 Sep 2006 09:59:10 GMT
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```
#elif defined(flagPPC)
 #define CPU_32
 #define CPU_PPC
 #define CPU_BE
 #define CPU_BIG_ENDIAN
 #define CPU_ALIGNED
#else
```

Is that correct?

Subject: Re: Current porting state?
Posted by lundman on Wed, 13 Sep 2006 10:03:20 GMT
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Yep, pricely that. The examples you sent run just the same, rebuilding the ide/HelloWorld just to
see if it does something differently.

Subject: Re: Current porting state?
Posted by lundman on Wed, 13 Sep 2006 10:11:27 GMT
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http://netbsd.interq.or.jp/~lundman/osx1.jpg

http://netbsd.interq.or.jp/~lundman/osx2.jpg

http://netbsd.interq.or.jp/~lundman/osx3.jpg

Same/similar gfx bug I get on Intel, but more advanced.

Quite encouraging though.

Subject: Re: Current porting state?
Posted by mirek on Wed, 13 Sep 2006 10:13:14 GMT
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lundman wrote on Wed, 13 September 2006 06:11
http://netbsd.interq.or.jp/~lundman/osx1.jpg

http://netbsd.interq.or.jp/~lundman/osx2.jpg

http://netbsd.interq.or.jp/~lundman/osx3.jpg

Same/similar gfx bug I get on Intel, but more advanced.

Quite encouraging though.

Those missing icons in the list are caused by that "return s" you have placed into UnpackRLE

Mirek

Subject: Re: Current porting state?
Posted by mirek on Wed, 13 Sep 2006 10:27:15 GMT
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Those gfx problems look like a result .icpp makefile bug - chameleon initialization is not working.

I believe that recompilation using TheIDE will solve them.

Subject: Re: Current porting state?
Posted by lundman on Wed, 13 Sep 2006 10:27:16 GMT

Hah! totally forgot about that!

One second:

http://netbsd.interq.or.jp/~lundman/osx2.jpg

http://netbsd.interq.or.jp/~lundman/osx3.jpg

Now its exactly like NetBSD/Intel

I shall try to compile an example to see if they work.

Subject: Re: Current porting state?
Posted by mirek on Wed, 13 Sep 2006 10:29:39 GMT

Hm actually, as for compiling in TheIDE, there will be trouble with flagPPC I am afraid. Maybe just put #define flagPPC into beginning of Core.h for now...

Subject: Re: Current porting state?
Posted by lundman on Wed, 13 Sep 2006 10:33:14 GMT

/Users/lundman/uppsrc/uppsrc/Core/Core.h:11:1: warning: "flagPPC" redefined
<command line>:1:1: warning: this is the location of the previous definition

Can't compile the example, as it doesn't find CtrlLib/CtrlLib.h

Did I mess something starting it the first time, or do I have to set up a build environment?

Subject: Re: Current porting state?
Posted by mirek on Wed, 13 Sep 2006 10:42:33 GMT

You will definitely have to setup build method. (in Setup menu)

Mirek

Subject: Re: Current porting state?
Posted by mirek on Wed, 13 Sep 2006 10:46:00 GMT

Well, nope, I was wrong, for <CtrlLib/CtrlLib.h>, the problem is different. TheIDE build system should put paths to all nests as include paths on commandline.

Please activate verbose mode and check...

Mirek

Subject: Re: Current porting state?
Posted by lundman on Wed, 13 Sep 2006 10:59:38 GMT

Doesn't the ide "do something" when you first start it up? Maybe I managed to skip that step somehow?


```
----- HelloWorld ( GUI MAIN GCC32 DEBUG SHARED DEBUG_FULL BLITZ OSX ) (2 / 2)
cd /Users/lundman/upp/examples/HelloWorld
hello.cpp
c++ -c  -I"/Users/lundman/upp/examples" -I"/Users/lundman/upp/uppsrc" -I"/usr/local/includ
    e/freetype2/" -I"/usr/X11R6/include" -I"lion" -DflagGUI -DflagMAIN -DflagGCC32 -DflagD
    EBUG -DflagSHARED -DflagDEBUG_FULL -DflagBLITZ -DflagOSX -DbmYEAR=2006 -DbmMONTH=9 -Db
    mDAY=13 -DbmHOUR=19 -DbmMINUTE=55 -DbmSECOND=13 -m32 -ggdb -g2  -D_DEBUG -O0 -Dloff_t=
    off_t -Dlseek64=lseek -Dftruncate64=ftruncate -x c++ "/Users/lundman/upp/examples/Hell
    oWorld/hello.cpp" -o "/Users/lundman/upp/out/HelloWorld/GCC32.Debug_full.Gui.Main.Shar
    ed/hello.o"
/Users/lundman/upp/examples/HelloWorld/hello.cpp:1:29: error: CtrlLib/CtrlLib.h: No such file or
directory
```

Sorry about the paste, it's hard to copy'paste with U++, vnc, NetBSD and Windows.

Subject: Re: Current porting state?
Posted by lundman on Wed, 13 Sep 2006 11:05:41 GMT
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Bah crap, ignore all that. Best never speak of it again.

Subject: Re: Current porting state?
Posted by mirek on Wed, 13 Sep 2006 11:19:43 GMT
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lundman wrote on Wed, 13 September 2006 07:05
Bah crap, ignore all that. Best never speak of it again.

Yes? That sounds scary...

Subject: Re: Current porting state?
Posted by lundman on Wed, 13 Sep 2006 11:26:46 GMT
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Nah, upp/uppsrc symlink was just "somewhat off".

Now I have the issue that I exported the Makefile for the ide on NetBSD, so its brought "-O" to ld,
which wont work.. just got to track down where that -O comes from and it should link ok.

Subject: Re: Current porting state?
Posted by mirek on Wed, 13 Sep 2006 11:28:59 GMT
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I am loosing the track:)

Are you using makefile or TheIDE to build?

Subject: Re: Current porting state?
Posted by lundman on Wed, 13 Sep 2006 11:32:25 GMT
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The IDE now, building HelloWorld. The build environment is pretty messed up, but I removed any -O I could see. Still pulls it in from somewhere

---

Subject: Re: Current porting state?
Posted by mirek on Wed, 13 Sep 2006 12:10:01 GMT
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What is wrong with -O ?

Subject: Re: Current porting state?
Posted by lundman on Wed, 13 Sep 2006 12:11:02 GMT
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Ok CppBuilder.cpp needed changes for OSX and it actually links HelloWorld, but back to the corfes before. So it sets wrong CPU/Arch, so I need more changes in GccBuilder and CppBuilder. But I know what to do, so I should be ok to clean that up tomorrow.

Thanks for the help.. still needs a little tweaking but its usable.

Oh and ide cores when you exit.

Subject: Re: Current porting state?
Posted by lundman on Wed, 13 Sep 2006 12:12:44 GMT
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luzr wrote on Wed, 13 September 2006 21:10What is wrong with -O ?

The -f,-O, and --start-group linker options are no good. I had to remove them from Makefile at the start as well. "ld" is not gcc on OsX.

But got past that.

Subject: Re: Current porting state?
Posted by lundman on Wed, 13 Sep 2006 13:36:13 GMT

Right there we are. SOlved that, patched CppBuilder to also add flagPPC and for now flagUSEMALLOC. Should they not carry across automagically?

HelloWorld compiles and run:

http://netbsd.interq.or.jp/~lundman/osx4.jpg

For fun I compiled our own FTP/FXP client:

http://netbsd.interq.or.jp/~lundman/osx5.jpg
http://netbsd.interq.or.jp/~lundman/osx6.jpg

Pretty usable, just a lot of gfx corruptions. Most noticable on BuildEnvironment, and PackageOrganiser.