
Subject: Thelde 608-dev2 crash on linux when mouse-move!

Posted by [nicomesas](#) on Fri, 08 Sep 2006 16:17:44 GMT

[View Forum Message](#) <> [Reply to Message](#)

Hey

I have been able to compile from src, in linux, Thelde 608-dev2 with Thelde 605 and the versions debug work well.

The versions that are not debug operate of a form a little rare, when step the mouse over the dialogue to select package main.

At the moment I am going to continue using the version debug (that occupies 25 Mb).

Somebody can explain to what must this?

Nico

Subject: Re: Thelde 608-dev2 crash on linux when mouse-move!

Posted by [mirek](#) on Fri, 08 Sep 2006 16:39:36 GMT

[View Forum Message](#) <> [Reply to Message](#)

Have you tried dev1?

Mirek

Subject: Re: Thelde 608-dev2 crash on linux when mouse-move!

Posted by [nicomesas](#) on Fri, 08 Sep 2006 17:07:55 GMT

[View Forum Message](#) <> [Reply to Message](#)

luzr wrote on Fri, 08 September 2006 18:39Have you tried dev1?

Mirek

I have not proven it. In addition the copy-paste does not work well.

Finely, I have stopped to use Thelde 608-dev2, I am using theelde605, but with the code of 608-dev2, I explain myself?

At the moment I must myself center in learning well how environment/gui-toolkit works this that it has to me fascinated.

I am going away to give one week to learn because I have two projects (commercial and GNU) in mind and believe that I am going them to do with U++.

Thanks

Nico

Subject: Re: Thelde 608-dev2 crash on linux when mouse-move!

Posted by [mirek](#) on Fri, 08 Sep 2006 20:29:33 GMT

[View Forum Message](#) <> [Reply to Message](#)

nicomesas wrote on Fri, 08 September 2006 13:07luzr wrote on Fri, 08 September 2006 18:39Have you tried dev1?

Mirek

I have not proven it. In addition the copy-paste does not work well.

Finely, I have stopped to use Thelde 608-dev2, I am using theelde605, but with the code of 608-dev2, I explain myself?

At the moment I must myself center in learning well how environment/gui-toolkit works this that it has to me fascinated.

I am going away to give one week to learn because I have two projects (commercial and GNU) in mind and believe that I am going them to do with U++.

Thanks

Nico

I am really puzzled. I have recompiled TheIDE release in ubuntu and worked with it for 3 hours (finally fixing the clipboard problem), without any problems....

Mirek

Subject: Re: Thelde 608-dev2 crash on linux when mouse-move!

Posted by [nicomesas](#) on Sat, 09 Sep 2006 09:04:11 GMT

[View Forum Message](#) <> [Reply to Message](#)

luzr wrote on Fri, 08 September 2006 22:29nicomesas wrote on Fri, 08 September 2006 13:07luzr wrote on Fri, 08 September 2006 18:39Have you tried dev1?

Mirek

I have not proven it. In addition the copy-paste does not work well.

Finally, I have stopped to use Thelde 608-dev2, I am using thelde605, but with the code of 608-dev2, I explain myself?

At the moment I must myself center in learning well how environment/gui-toolkit works this that it has to me fascinated.

I am going away to give one week to learn because I have two projects (commercial and GNU) in mind and believe that I am going them to do with U++.

Thanks

Nico

I am really puzzled. I have recompiled TheIDE release in ubuntu and worked with it for 3 hours (finally fixing the clipboard problem), without any problems....

Mirek

The version no-debug crash when mouse move in the window, but the subject of clipboard has discouraged to me. How you have fixed the problem of clipboard?

Perhaps the source that I have is not the last one. If it is thus, how I accede to the last version?
Nico

Subject: Re: Thelde 608-dev2 crash on linux when mouse-move!

Posted by [mirek](#) on Sat, 09 Sep 2006 09:51:11 GMT

[View Forum Message](#) <> [Reply to Message](#)

I have fixed clipboard yesterday (in U++ . I believe it should be fixed in latest 609dev1 version, but it depends on when Daniel got the snapshot.

Anyway, the fix is trivial (actually, it was just a typo):

In CtrlCore/X11Clip.cpp in Request function there was call to "Atom" instead of "XAtom".

Mirek
