Subject: different compiler produces different look? [SOLVED]
Posted by forlano on Tue, 24 Oct 2006 15:26:51 GMT
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Hello,

this is what I see with MSC8

and this is what I see with mingw

I used Display to set the appearence of some columns. The same program show differently the same Courier font depending by the compiler. Is this normal?

Luigi

```
struct FontDisplay : Display {
 virtual void Paint(Draw& w, const Rect& r, const Value& q,
                 Color ink, Color paper, dword style) const
 {
  Font fnt = Courier(14); //Font(q, r.Height() - 2);
  String txt = AsString(q);
   w.DrawRect(r, paper);
  w.DrawText(r.left + 2, r.top + (r.Height() - GetTextSize(txt, fnt).cy) / 2, txt, fnt, ink);
  //w.DrawText(r.left + 2+1, r.top + (r.Height() - GetTextSize(txt, fnt).cy) / 2, txt, fnt, ink);
 }
};
```

File Attachments

1) ScreenHunter_1.png, downloaded 2042 times
2) ScreenHunter_2.png, downloaded 2072 times

Subject: Re: different compiler produces different look?
Posted by mirek on Wed, 25 Oct 2006 00:50:24 GMT
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Definitely a bug, either in U++ or your code, most likely uninitialized variable somewhere.

Can you create a simple testcase package?

Mirek

Subject: Re: different compiler produces different look?

Posted by forlano on Wed, 25 Oct 2006 12:19:27 GMT

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luzr wrote on Wed, 25 October 2006 02:50Definitely a bug, either in U++ or your code, most likely uninitialized variable somewhere.

Can you create a simple testcase package?

Mirek

OK.
Luigi

Subject: Re: different compiler produces different look?

Posted by forlano on Wed, 25 Oct 2006 12:53:35 GMT

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luzr wrote on Wed, 25 October 2006 02:50Definitely a bug, either in U++ or your code, most likely uninitialized variable somewhere.

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Mirek

After some investigation I discovered what may be a problem in my app.
I've one arrayctrl that uses Display in a file

```
struct FontDisplay : Display {
 virtual void Paint(Draw& w, const Rect& r, const Value& q,
                Color ink, Color paper, dword style) const
 { Font fnt = Courier(13).Bold(); //Font(q, r.Height() - 2);
  String txt = AsString(q);
   w.DrawRect(r, paper);
  w.DrawText(r.left + 2, r.top + (r.Height() - GetTextSize(txt, fnt).cy) / 2, txt, fnt, ink);
 }
};
```

Then in another file another arrayctrl use the almost identical Display

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struct FontDisplay : Display {
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 }
};
```

It seems that the two Display collides in some manner. In fact if I remove one of them the look is the same with both compiler. Otherwise it is different: With MSC8 both have BOLD font; with Mingw both haven't the BOLD font.
Have I use only one Display?

Is this explanation enough to let you to understand the problem? Otherwise I try to do the package.

Luigi

Subject: Re: different compiler produces different look?
Posted by mirek on Wed, 25 Oct 2006 13:07:10 GMT

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forlano wrote on Wed, 25 October 2006 08:53luzr wrote on Wed, 25 October 2006 02:50Definitely a bug, either in U++ or your code, most likely uninitialized variable somewhere.

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Luigi

Definitely, this is the problem. Actually, this is rather a problem in C++ build process (non-U++ related). You simply cannot have to different classes with the same name. Surprisingly, there is some problem detecting this situation in linker (I am not quite sure why, Tom know that .

Moral of the story: Class name clash is problem.

Mirek

Subject: Re: different compiler produces different look?
Posted by forlano on Wed, 25 Oct 2006 13:42:20 GMT

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luzr wrote on Wed, 25 October 2006 15:07
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Moral of the story: Class name clash is problem.

Mirek

OK. Simply renaming one class fixed the problem. I believed that the name "FontDisplay" was same special U++ reserved name to do this special task ...

Thanks a lot.
Luigi