
Subject: Upp 611-dev4 released
Posted by [unodgs](#) on Tue, 28 Nov 2006 22:27:04 GMT
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- + GTK theming! (not 100% yet)
- + Image MakeImagePaintOnly(const ImageMaker& m)- optimized version of MakeImage
- + Ctrl:: and CtrlFrame::OverPaint - allows painting outside the view area
- + further optimizations of child controls scrolling
- fixed: ArrayCtrl content was scrolled even if it was not visible.
- ArrayCtrl now properly sorts columns with embedded controls
- Tooltips were not shown on popped windows

Subject: Re: Upp 611-dev4 released
Posted by [forlano](#) on Wed, 29 Nov 2006 09:57:18 GMT
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unodgs wrote on Tue, 28 November 2006 23:27+ GTK theming! (not 100% yet)

Hello,

I'll do the upgrade in the next days. I wonder if GTK theme works even on XP or I have to install a third party library?

In Linux I've KDE, it will work the same?

Luigi

Subject: Re: Upp 611-dev4 released
Posted by [unodgs](#) on Wed, 29 Nov 2006 10:01:01 GMT
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Quote:I'll do the upgrade in the next days. I wonder if GTK theme works even on XP or I have to install a third party library?

In Linux I've KDE, it will work the same?

GTK theming works only on Linux (no matter if you run KDE or GNOME - but in KDE you'll see only the basic theme).

PS: Dev-4 isn't compilable on Linux.. you must manually change all draw to Draw (compiler will say you where) Unfortunately I missed that before releasing dev4

Subject: Re: Upp 611-dev4 released
Posted by [masu](#) on Wed, 29 Nov 2006 10:06:03 GMT
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Hi Luigi,

Gtk theming is only available on *nix sytems, up to now.
Theoretically it might also be available on Win systems using Gtk on Windows, but I think this has lowest priority (if it will ever be implemented) since we can use native widgets.
KDE theming also does not seem to be implemented, but I think this will be done soon by Mirek .

Matthias

Subject: Re: Upp 611-dev4 released
Posted by [mirek](#) on Wed, 29 Nov 2006 10:14:24 GMT
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masu wrote on Wed, 29 November 2006 05:06
KDE theming also does not seem to be implemented, but I think this will be done soon by Mirek .

Well, not too soon. In theory, it is possible, in practice, it is too much work for too little return.

I think people are used to run GTK applications in KDE, many distros even have the same basic theme for both.

Mirek

Subject: Re: Upp 611-dev4 released
Posted by [guido](#) on Wed, 29 Nov 2006 10:37:38 GMT
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luzr wrote on Wed, 29 November 2006 11:14masu wrote on Wed, 29 November 2006 05:06
KDE theming also does not seem to be implemented, but I think this will be done soon by Mirek .

Well, not too soon. In theory, it is possible, in practice, it is too much work for too little return.

I think people are used to run GTK applications in KDE, many distros even have the same basic theme for both.

Mirek

Besides, dlopen() linking to Qt would cause interesting legal problems, like, does your code become GPLed or not, since technically it still works in absence of Qt.

Tricky, really tricky

Guido

Subject: Re: Upp 611-dev4 released

Posted by [forlano](#) on Wed, 29 Nov 2006 11:07:44 GMT

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luzr wrote on Wed, 29 November 2006 11:14

Well, not too soon. In theory, it is possible, in practice, it is too much work for too little return.

Mirek

I was just curious to know in advance what I should expect from next upgrade. Frankly I'm very satisfied with the current look (XP and linux) and I do not care at all about themes.

Luigi

Subject: Re: Upp 611-dev4 released

Posted by [mirek](#) on Wed, 29 Nov 2006 11:13:00 GMT

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forlano wrote on Wed, 29 November 2006 06:07luzr wrote on Wed, 29 November 2006 11:14

Well, not too soon. In theory, it is possible, in practice, it is too much work for too little return.

Mirek

I was just curious to know in advance what I should expect from next upgrade. Frankly I'm very satisfied with the current look (XP and linux) and I do not care at all about themes.

Luigi

But people generally do. Including your users

Mirek

Subject: Re: Upp 611-dev4 released

Posted by [forlano](#) on Wed, 29 Nov 2006 11:34:37 GMT

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luzr wrote on Wed, 29 November 2006 12:13forlano wrote on Wed, 29 November 2006 06:07luzr wrote on Wed, 29 November 2006 11:14
Well, not too soon. In theory, it is possible, in practice, it is too much work for too little return.

Mirek

I was just curious to know in advance what I should expect from next upgrade. Frankly I'm very satisfied with the current look (XP and linux) and I do not care at all about themes.

Luigi

But people generally do. Including your users

Mirek

... hmmm ...
Your are right. The problem of my mistake is that I'm the first user of my application, and all other users should follow my taste

Luigi

Subject: Re: Upp 611-dev4 released
Posted by [fallingdutch](#) on Wed, 29 Nov 2006 21:37:47 GMT
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unodgs wrote on Wed, 29 November 2006 11:01
PS: Dev-4 isn't compilable on Linux.. you must manually change all draw to Draw (compiler will say you where) Unfortunately I missed that before releasing dev4

It is!
[update:] at least the debian packages are

I fixed that bug before creating the release

Bas

Subject: Re: Upp 611-dev4 released
Posted by [lundman](#) on Tue, 05 Dec 2006 06:37:09 GMT
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Hello again!

Since I now inhereted the OsX machine itself when my colleague quit, I thought I would check on how things are now. I managed to port it to OsX fine last time, but it had a few graphics glitches,

but otherwise fully functional.

I have grabbed 611-dev4 to play with, here is a list of issues I have resolved, and moved on with:

Core/Core.h:

```
#ifndef flagOSX
    #define PLATFORM_OSX
    #define PLATFORM_POSIX
    #ifndef flagGUI
        #define PLATFORM_X11
    #endif

    #ifndef flagTESTLEAKS
        #define TESTLEAKS
    #endif

#endif
```

Draw/Draw.upp:

library(OSX) X11;

library(OSX !XLFD) "Xft fontconfig Xrender freetype expat";

All Makefile changes should be done in the ide, and re-export the Makefile. But I do not have an old ide version yet.

Ide/Makefile:

Macro = -DflagGUI -DflagGCC -DflagSHARED -DflagOSX -DflagPPC

CINC = -I\$(UPPDIR1) -I/usr/X11R6/include/
-I/usr/X11R6/include/freetype2 -I/opt/local/include/

OSX Does not like the

-Wl,O,2 =>

-Wl,--start-group \

-Wl,--end-group

just delete.

and add:

-lfontconfig \

-lXrender \

-lfreetype \

-lpng

Core/Stream.h:

```
int    Get32le();
int64  Get64le();
```

Add semi-colon.

Core/Stream.cpp line 154:

Defines *be() function again, when it should be *le().

```
int Stream::Get16le() {
int Stream::Get32le() {
int64 Stream::Get64le() {
```

Core/Stream.cpp: line 443-471

```
#ifdef CPU_BE
//    SwapOrder(data, count);
#endif
```

No such function.

Draw/Drawing.cpp: line 49-77

```
#ifndef CPU_LITTLE_ENDIAN
//    BltSwapEndian4(out, out, count);
#endif
```

No such function.

plugin/bmp/bmphdr.h

```
#ifdef CPU_BIG_ENDIAN
```

typo?

plugin/bmp/bmp.h:

Add "::<" to EndianSwap, and put a cast on it:

```
::EndianSwap((dword&) xxxxx);
* many (12?)
```

CtrlLib/CtrlLib.upp:

uses(OSX) PdfDraw;

What I am currently stuck at is:

/usr/bin/ld: Undefined symbols:

TTFReader::TTFStream::operator%(int&)

TTFReader::TTFStream::operator%(unsigned int&)

TTFReader::TTFStream::operator%(short&)

TTFReader::TTFStream::operator%(unsigned short&)

FreeDll(void*)

LoadDll(String&, char const* const*, void* const*)

vtable for BMPEncoder

DumpLanguage(int)

DumpAlign(int)

DumpColor(Color)

collect2: ld returned 1 exit status

Subject: Re: Upp 611-dev4 released

Posted by [iplayfast](#) on Tue, 05 Dec 2006 08:09:05 GMT

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Just tried downloading the upp 611-dev4 release and ran across what appears to be an old bug.

The makefile is looking for PixelArray.h which from reading the forum appears to be obsolete.

Also looking for PixelUtil.h, Topic.h, Topic.lay, Image.h

another Topic.h and Topic.iml and Topic.lay

After deleting all those references (assuming they are all obsolete), it goes a tiny bit further and has problems finding draw/gtk.dli and draw/gobj.dli

It also complains about version.h not having a newline at the end of the file.

The file where all this occurs is SelectPkg.cpp

Looking at SelectPkg.cpp there is an include file in the middle of a structure. Is this right?
struct DLLTYPE

I believe that part of the problem is in Draw.h where include paths for Draw is in lowercase instead of mixed case (Draw)

This fixes some problems until in the Makefile lines with ide/Core/Topic.h should be replaced with Core/Topic.h
and ide/Topic/Topic.lay should be replaced with ide/Browser/Topic.lay

This goes on and on. As this makefile appears to be machine generated, could you please generate it again...

Thanks

Subject: Re: Upp 611-dev4 released
Posted by [lundman](#) on Tue, 05 Dec 2006 08:13:54 GMT
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iplyfast: load the new project into an old ide, and make it. Or, use "Create Makefile" in the old ide to re-generate the Makefile for the new ide.

Subject: Re: Upp 611-dev4 released
Posted by [iplyfast](#) on Tue, 05 Dec 2006 08:22:23 GMT
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Thanks just found that. What if I didn't have an old ide available? Shouldn't part of the build process be to create the makefile?

Subject: Re: Upp 611-dev4 released
Posted by [lundman](#) on Tue, 05 Dec 2006 08:36:28 GMT
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Trying to fix the Makefile is futile, exporting is only way. And you use the IDE to generate it

I grabbed a existing (older) binary ide, to generate my Makefile for dev4.

Subject: Re: Upp 611-dev4 released
Posted by [mirek](#) on Tue, 05 Dec 2006 09:05:38 GMT
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lundman wrote on Tue, 05 December 2006 01:37Hello again!

Since I now inherited the OsX machine itself when my colleague quit, I thought I would check on how things are now. I managed to port it to OsX fine last time, but it had a few graphics glitches, but otherwise fully functional.

I have grabbed 611-dev4 to play with, here is a list of issues I have resolved, and moved on with:

Core/Core.h:

```
#ifndef flagOSX
    #define PLATFORM_OSX
```

BTW, maybe we should call this platform as OSX11, because this is not "real" MacOS X... What do you think?

```
/usr/bin/ld: Undefined symbols:
TTFReader::TTFStream::operator%(int&)
TTFReader::TTFStream::operator%(unsigned int&)
TTFReader::TTFStream::operator%(short&)
TTFReader::TTFStream::operator%(unsigned short&)
FreeDll(void*)
LoadDll(String&, char const* const*, void* const*)
vtable for BMPEncoder
DumpLanguage(int)
DumpAlign(int)
DumpColor(Color)
collect2: ld returned 1 exit status
```

Looks like PdfDraw (but than one you added to uses?) and plugin/BMP are not present - both are conditional uses for X11. Strange...

Mirek

Subject: Re: Upp 611-dev4 released
Posted by [lundman](#) on Tue, 05 Dec 2006 09:45:25 GMT
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luzr wrote on Tue, 05 December 2006 18:05

BTW, maybe we should call this platform as OSX11, because this is not "real" MacOS X... What do you think?

Yeah I can do.. once I know what to do, including the patches needed for code generation, I will do it again in a clean tree, and send you a diff in the hopes that it will be accepted.

```
/usr/bin/ld: Undefined symbols:
TTFReader::TTFStream::operator%(int&)
TTFReader::TTFStream::operator%(unsigned int&)
TTFReader::TTFStream::operator%(short&)
TTFReader::TTFStream::operator%(unsigned short&)
FreeDll(void*)
LoadDll(String&, char const* const*, void* const*)
vtable for BMPEncoder
DumpLanguage(int)
DumpAlign(int)
DumpColor(Color)
collect2: ld returned 1 exit status
```

Ok, TTFStream was in a "#ifdef CPU_LE" which I'm currently just commenting out (using LE version will at least compile even if the code wont work)

The LoadDll and FreeDll.. Don't know, commenting out the calls in dli.h made it go away. The DumpLanguage etc references were all in the same .cpp file, which probably should have #if DEBUG around them, not sure.. but I could get around that to.

The only one not solved is:

vtable for BMPEncoder

Why only that one, PNGEncoder compiles.. tried defining an empty ~BMPEncoder method, but no difference.

Subject: Re: Upp 611-dev4 released
Posted by [iplayfast](#) on Wed, 06 Dec 2006 00:52:35 GMT
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A couple of things.

First I didn't know where to post my real question, so I'm posting it here in the hopes that some moderator will put it in the proper place. So the first thing is a place on the forum for installation issues.

Second, I decided to get the svn version to get the latest. Got it just fine. Started up upp and it asked me about what package etc to use. How do I point it to the directory I just downloaded. I just want it to load the project there, not use the other one that I set it up on last year.

Subject: Re: Upp 611-dev4 released
Posted by [lundman](#) on Wed, 06 Dec 2006 01:25:46 GMT
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Gutted BMPEncoder, I can live without it.

However, there are still the same graphics glitches in all buttons, which may be related to the changes I had to make when porting (listed above). In particular missing Blt*, Swap* functions.

If the big button graphics glitches can be address, it would be fully usable.

Subject: Re: Upp 611-dev4 released
Posted by [mirek](#) on Wed, 06 Dec 2006 07:28:53 GMT
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Some fixes:

```
static void StreamUnpackInts(Stream& stream, int *out, int count)
{
#ifdef CPU_LITTLE_ENDIAN
    if(sizeof(int) == 4) {
        stream.Get(out, count * 4);
        return;
    }
#endif
    while(count--)
        *out++ = stream.Get32le();
}
```

```
static void StreamPackInts(Stream& stream, const int *in, int count)
{
#ifdef CPU_LITTLE_ENDIAN
if(sizeof(int) == 4) {
    stream.Put(in, count * 4);
    return;
}
#endif
while(count--)
    stream.Put32le(*in++);
}
```

Subject: Re: Upp 611-dev4 released
Posted by [lundman](#) on Wed, 06 Dec 2006 07:40:45 GMT
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Added, compiles and runs. Not sure I can tell any difference. The worst glitches are still in the Buttons (Like OK, Cancel).

But I still have about 12 lines commented out.

Subject: Re: Upp 611-dev4 released
Posted by [mirek](#) on Wed, 06 Dec 2006 07:52:33 GMT
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Well, actually, I was not expecting this one will fix it

I have troubles finding the screenshots of buttons (even if I know we have discussed this before).

Could you please post some small here?

Mirek

Subject: Re: Upp 611-dev4 released
Posted by [lundman](#) on Wed, 06 Dec 2006 08:16:00 GMT
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You know.. i thought for a laugh I would take ide 604 I ported ways back, and compile 611d4

inside it, instead of shell.

The OK buttons etc look correct... so this is a much better port. Some icons are still bad.

http://netbsd.interq.or.jp/%7Elundman/osx_611.jpg

I can't compile anything with the 611d4 ide though.. I am pretty sure it should "do something" the first time I run it. Not sure. Is there a guide on that procedure?

HelloWorld:

```
uppsrc/Core/Mt.h:72: error: `CriticalSection' has not been declared
uppsrc/Core/Mt.h:73: error: ISO C++ forbids declaration of 'CriticalSection' with no type
[snip]
```

Subject: Re: Upp 611-dev4 released
Posted by [mirek](#) on Wed, 06 Dec 2006 08:23:03 GMT
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lundman wrote on Wed, 06 December 2006 03:16
HelloWorld:

```
uppsrc/Core/Mt.h:72: error: `CriticalSection' has not been declared
uppsrc/Core/Mt.h:73: error: ISO C++ forbids declaration of 'CriticalSection' with no type
```

This seems like there are missing flags for POSIX build (CriticalSection is Win32 thing)

Mirek

Subject: Re: Upp 611-dev4 released
Posted by [lundman](#) on Wed, 06 Dec 2006 08:24:52 GMT
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I agree, I just noticed that too.. I have to re-patch the generator that spits out the code to add POSIX, OSX and PPC, neither currently are on the compile line.

Subject: Re: Upp 611-dev4 released
Posted by [lundman](#) on Wed, 06 Dec 2006 08:31:09 GMT
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Maybe you can help me, I do not understand this part. I clearly hacked in for it to add flagPPC last time in CppBuilder.cpp.

But it appears you dump a list of flags it should use "coming from somewhere". Where should I really be adding flagPPC so that it automatically will add it to build?

Similarly, flagOSX, flagPOSIX.

Subject: Re: Upp 611-dev4 released
Posted by [mirek](#) on Wed, 06 Dec 2006 11:10:51 GMT
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ide/host.cpp 268

Mirek

Subject: Re: Upp 611-dev4 released
Posted by [lundman](#) on Thu, 07 Dec 2006 02:24:01 GMT
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Perfect, thanks. Also:

```
#elif defined(PLATFORM_SOLARIS)
    cfg.Add("FREEBSD");
#endif
```

Really?

flagPPC is more interesting, since presumably this is based on arch, and potentially, one could be cross-compiling?

Subject: Re: Upp 611-dev4 released
Posted by [lundman](#) on Thu, 07 Dec 2006 02:54:50 GMT
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Then, it is remarkably close to working. The icons still have some glitches, but in general it looks good. I don't know what to do about flagPPC, so it gets added in CppBuilder::IncludesDefinesTargetTime at the moment.

<http://netbsd.interq.or.jp/%7Elundman/osx7.jpg>

Some notes, it causes a Bus Error when you exit, but seems stable to use. Occasionally spits out "Heap leaks detected!" so there might be some cleanup required in the memory code. Would you like me to try to use malloc again?

Subject: Re: Upp 611-dev4 released
Posted by [mirek](#) on Thu, 07 Dec 2006 04:07:03 GMT
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As for icons: Looks like R and B channels (maybe even A) are swapped.

Try altering RGBA struct for PPC. (Core/Color.cpp)

As for heap leaks - USEMALLOC would avoid detection, but I do not know, if it works otherwise....

Mirek

Subject: Re: Upp 611-dev4 released
Posted by [lundman](#) on Thu, 07 Dec 2006 04:14:22 GMT
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Yeah.. most likely is an endian thing.

Don't forget there still is code commented out. Missing functions etc.

Core/Stream.cpp:

line 443-471

```
#ifdef CPU_BE
    SwapOrder(data, count);
#endif
```

Draw/Drawing.cpp line 49-77

```
#ifndef CPU_LITTLE_ENDIAN
    BltSwapEndian4(out, out, count);
#endif
```

RichText/ParaData.cpp:

Comment out DumpLanguage, DumpAlign and DumpColor references.