Subject: Upp 612-dev2 released
Posted by unodgs on Thu, 21 Dec 2006 07:50:15 GMT
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It took a while (I had to rewrite the installer), but here it is - new, shiny 612-dev2

Changes since last dev:

+ upp uses Upp namespace now.
+ TopWindow::FullScreen
+ GTK chameleon can now paint TabCtrl and SpinButtons
+ New Vector optimization (reduces Linux executable size by 0.8%)
+ PCRE (regular expressions) with simple wrapper in plugin
+ GridCtrl (changelog in package)
+ DateTimeCtrl is now part of CtrlLib
+ examples: HomeBudget (demonstrates GridCtrl and sqlite usage)
+ First MacOS fixes (thanks go to lundman)

Merry christmas to all Upp::users!

Subject: Re: Upp 612-dev2 released
Posted by Ulti on Thu, 21 Dec 2006 09:16:54 GMT
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winxpsp2+mingw(upp's),compiling HomeBudget errors as following:

D:\UltiStudio\upp\uppsrc\GridCtrl\GridCtrl.cpp:3306: error: ambiguous overload for 'operator!=' in '(((Upp::Edits*)((Upp::GridCtrl*)this)) + 192u)->Upp:
 :Vector<T>::operator[] [with T = Upp::Edit](id)->Upp::Edit::factory != 0'

Subject: Re: Upp 612-dev2 released
Posted by unodgs on Thu, 21 Dec 2006 10:30:30 GMT
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Ulti wrote on Thu, 21 December 2006 04:16winxpsp2+mingw(upp's),compiling HomeBudget errors as following:

D:\UltiStudio\upp\uppsrc\GridCtrl\GridCtrl.cpp:3306: error: ambiguous overload for 'operator!=' in '(((Upp::Edits*)((Upp::GridCtrl*)this)) + 192u)->Upp:
 :Vector<T>::operator[] [with T = Upp::Edit](id)->Upp::Edit::factory != 0'
Oops.. I forgot to check mingw..
Fix is easy:

Change

bool factory = edits[id].factory != 0;
to
bool factory = edits[id].factory;

Subject: Re: Upp 612-dev2 released
Posted by Ulti on Thu, 21 Dec 2006 14:42:23 GMT
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Another Mingw error:
In file included from D:/UltiStudio/upp/out/CtrlCore/MINGW.Debug_full.Gui\$blitz.c pp:114:
D:/UltiStudio/upp/uppsrc/Core/Lang.h: In member function `virtual LRESULT
Upp::Ctrl::WindowProc(UINT, WPARAM, LPARAM)':
D:/UltiStudio/upp/uppsrc/Core/Lang.h:41: error: too many arguments to function `Upp::String
Upp::GetLocaleInfoA(LCID, LCTYPE)'
D:\UltiStudio\upp\uppsrc\CtrlCore\Win32Proc.cpp:261: error: at this point in file

thanks!

Subject: Re: Upp 612-dev2 released
Posted by yeohhs on Thu, 21 Dec 2006 14:59:58 GMT
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Hi,

I've added "using namespace Upp;" to the project files in MyUppApp but there were several compile errors. All were C2872.

I'm compiling using MSC8 Optimal build.

To "fix" it, I have made changes to:
1. iml_source.h
Line 63:
#define IMAGE_BEGIN_DATA { static const Upp::byte data[] = {

2. topic_group.h
Line 117:
#define COMPRESSED   static const Upp::byte data[] = {

The MyUppApp project now builds without any errors and runs okay.

Best Regards,
Yeoh
--

Subject: Re: Upp 612-dev2 released
Posted by Ulti on Thu, 21 Dec 2006 15:12:54 GMT
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Ulti wrote on Thu, 21 December 2006 09:42Another Mingw error:
D:\UltiStudio\upp\uppsrc\CtrlCore\Win32Proc.cpp:261: error: at this point in file

thanks!
in Win32proc.cpp change GetLocaleInfo(MAKELCID(LOWORD(GetKeyboardLayout(0)),
SORT_DEFAULT), LOCALE_IDEFAULTANSICODEPAGE, b, 20);

to

```
::GetLocaleInfo(MAKELCID(LOWORD(GetKeyboardLayout(0)), SORT_DEFAULT),
        LOCALE_IDEFAULTANSICODEPAGE, b, 20);
```

can solve this error,but I don't know if it is the right solution.
correction:this makes MSC71 fail,so don't do this

Subject: Re: Upp 612-dev2 released
Posted by Ulti on Thu, 21 Dec 2006 15:18:40 GMT
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yeohhs wrote on Thu, 21 December 2006 09:59Hi,

I've added "using namespace Upp;" to the project files in MyUppApp but there were several compile errors. All were C2872.

I'm compiling using MSC8 Optimal build.

To "fix" it, I have made changes to:
1. iml_source.h
Line 63:
#define IMAGE_BEGIN_DATA { static const Upp::byte data[] = {

2. topic_group.h
Line 117:
#define COMPRESSED static const Upp::byte data[] = {

The MyUppApp project now builds without any errors and runs okay.

Best Regards,
Yeoh
--

aha,it works

Subject: Re: Upp 612-dev2 released
Posted by Ulti on Thu, 21 Dec 2006 16:10:46 GMT
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to support Mingw(gcc4.1.1)
Core.h to be changed:
from
END_UPP_NAMESPACE

#ifdef PLATFORM_WIN32
NTL_MOVEABLE(POINT)
NTL_MOVEABLE(SIZE)
NTL_MOVEABLE(RECT)
#endif

#if (defined(_DEBUG) || defined(_TEST_LEAKS)) && defined(PLATFORM_POSIX)

to
#ifdef PLATFORM_WIN32
NTL_MOVEABLE(POINT)
NTL_MOVEABLE(SIZE)
NTL_MOVEABLE(RECT)
#endif
END_UPP_NAMESPACE

#if (defined(_DEBUG) || defined(_TEST_LEAKS)) && defined(PLATFORM_POSIX)

Subject: Re: Upp 612-dev2 released
Posted by Novo on Thu, 21 Dec 2006 23:39:07 GMT
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If I decide not to use "using namespace Upp" but rather explicitly use namespace Upp I'm getting compilation error when trying to compile a simple code below.

```
class ufm : public Upp::TopWindow {
public:
 typedef ufm CLASSNAME;

};

GUI_APP_MAIN
{
```

```
 ufm().Run();
}
```

The errors are:

```
E:\home\ssg\c++\vc71\upp_app\ufm\main.cpp(63) : error C2653: 'Ctrl' : is not a class or
namespace name
E:\home\ssg\c++\vc71\upp_app\ufm\main.cpp(63) : error C3861: 'InitWin32': identifier not found,
even with argument-dependent lookup
E:\home\ssg\c++\vc71\upp_app\ufm\main.cpp(63) : error C3861: 'coreCmdLine__': identifier not
found, even with argument-dependent lookup
E:\home\ssg\c++\vc71\upp_app\ufm\main.cpp(63) : error C3861: 'SplitCmdLine__': identifier not
found, even with argument-dependent lookup
E:\home\ssg\c++\vc71\upp_app\ufm\main.cpp(63) : error C3861: 'AppInitEnvironment__': identifier
not found, even with argument-dependent lookup
E:\home\ssg\c++\vc71\upp_app\ufm\main.cpp(63) : error C2653: 'Ctrl' : is not a class or
namespace name
E:\home\ssg\c++\vc71\upp_app\ufm\main.cpp(63) : error C3861: 'CloseTopCtrls': identifier not
found, even with argument-dependent lookup
E:\home\ssg\c++\vc71\upp_app\ufm\main.cpp(63) : error C3861: 'UsrLog': identifier not found,
even with argument-dependent lookup
E:\home\ssg\c++\vc71\upp_app\ufm\main.cpp(63) : error C3861: 'DeleteUsrLog': identifier not
found, even with argument-dependent lookup
E:\home\ssg\c++\vc71\upp_app\ufm\main.cpp(63) : error C2653: 'Ctrl' : is not a class or
namespace name
E:\home\ssg\c++\vc71\upp_app\ufm\main.cpp(63) : error C3861: 'ExitWin32': identifier not found,
even with argument-dependent lookup
E:\home\ssg\c++\vc71\upp_app\ufm\main.cpp(63) : error C3861: 'AppExit__': identifier not found,
even with argument-dependent lookup
E:\home\ssg\c++\vc71\upp_app\ufm\main.cpp(63) : error C3861: 'GetExitCode': identifier not
found, even with argument-dependent lookup
```

It would be good to support explicit usage of Upp. Defines do not belong to a namespace I believe, so all these functions and variables cannot be found.

Subject: Re: Upp 612-dev2 released
Posted by Ulti on Fri, 22 Dec 2006 00:43:23 GMT
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Novo wrote on Thu, 21 December 2006 18:39If I decide not to use "using namespace Upp" but rather explicitly use namespace Upp I'm getting compilation error when trying to compile a simple code below.

```
class ufm : public Upp::TopWindow {
public:
```

```
 typedef ufm CLASSNAME;

};

GUI_APP_MAIN
{
 ufm().Run();
}
```

The errors are:

that is only apply namespace to TopWindow as I know.

Subject: Re: Upp 612-dev2 released
Posted by Ulti on Fri, 22 Dec 2006 00:48:53 GMT
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summary
fixed:
==========
to support Mingw(gcc4.1.1)
Core.h to be changed:
from
END_UPP_NAMESPACE

#ifdef PLATFORM_WIN32
NTL_MOVEABLE(POINT)
NTL_MOVEABLE(SIZE)
NTL_MOVEABLE(RECT)
#endif

#if (defined(_DEBUG) || defined(_TEST_LEAKS)) && defined(PLATFORM_POSIX)

to
#ifdef PLATFORM_WIN32
NTL_MOVEABLE(POINT)
NTL_MOVEABLE(SIZE)
NTL_MOVEABLE(RECT)
#endif
END_UPP_NAMESPACE

#if (defined(_DEBUG) || defined(_TEST_LEAKS)) && defined(PLATFORM_POSIX)

GridCtrl's mingw support
Change

bool factory = edits[id].factory != 0;

to

bool factory = edits[id].factory;

iml errors

To "fix" it, I have made changes to:
1. iml_source.h
Line 63:
#define IMAGE_BEGIN_DATA { static const Upp::byte data[] = {

2. topic_group.h
Line 117:
#define COMPRESSED static const Upp::byte data[] = {

==========
don't know how to fix,need help
Another Mingw error:
In file included from D:/UltiStudio/upp/out/CtrlCore/MINGW.Debug_full.Gui\$blitz.c pp:114:
D:/UltiStudio/upp/uppsrc/Core/Lang.h: In member function `virtual LRESULT Upp::Ctrl::WindowProc(UINT, WPARAM, LPARAM)':
D:/UltiStudio/upp/uppsrc/Core/Lang.h:41: error: too many arguments to function `Upp::String Upp::GetLocaleInfoA(LCID, LCTYPE)'
D:\UltiStudio\upp\uppsrc\CtrlCore\Win32Proc.cpp:261: error: at this point in file

---

Subject: Re: Upp 612-dev2 released
Posted by mirek on Fri, 22 Dec 2006 07:43:21 GMT
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Well, looks like the release was new, but not shiny

Mirek

Subject: Re: Upp 612-dev2 released
Posted by unodgs on Fri, 22 Dec 2006 08:40:04 GMT
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luzr wrote on Fri, 22 December 2006 02:43Well, looks like the release was new, but not shiny

it should be: new, shiny visual c++ release...
I will add checking mingw comatability in installer as well as compiling examples and references.

Subject: Re: Upp 612-dev2 released
Posted by fallingdutch on Fri, 22 Dec 2006 09:03:42 GMT
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sorry for my delay:

3togo asked me to add a configure.ac and a makefile.ac to upp so the typical linux installation "./configure && make && make install" works, but i was unable to get it running.
ANY hints are very welcome esp. about automake, but also on autoconf (eg links to good documentation/examples)

now i use the old way: two Makefiles and i get:
uppsrc/Web/socket.cpp: In member function ‘bool Upp::Socket::Data::OpenClient(const char*, int, bool, Upp::dword*, int, bool)’:
uppsrc/Web/socket.cpp:192: error: ‘::GetLastError’ has not been declared

Bas
Merry X-Mas

Subject: Re: Upp 612-dev2 released
Posted by lundman on Fri, 22 Dec 2006 11:43:10 GMT
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I recently sat down to learn autoconf, and added it to all my programs if you need help.

I used:

http://www-src.lip6.fr/homepages/Alexandre.Duret-Lutz/autoto ols.html

It was surprisingly well written.

Subject: Re: Upp 612-dev2 released
Posted by fallingdutch on Fri, 22 Dec 2006 12:08:18 GMT
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thanks, will work throught the 557 slides

Bas

Subject: Re: Upp 612-dev2 released
Posted by fallingdutch on Fri, 22 Dec 2006 13:52:03 GMT
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finaly linux is up, too

package name changed from ultimate++ -> upp
so please run a "apt-get remove ultimate++" before installing

Bas

Subject: Re: Upp 612-dev2 released
Posted by Novo on Fri, 22 Dec 2006 15:40:53 GMT
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Ulti wrote on Fri, 22 December 2006 01:43Novo wrote on Thu, 21 December 2006 18:39If I decide not to use "using namespace Upp" but rather explicitly use namespace Upp I'm getting compilation error when trying to compile a simple code below.

```
class ufm : public Upp::TopWindow {
public:
 typedef ufm CLASSNAME;

};

GUI_APP_MAIN
{
 ufm().Run();
}
```

The errors are:

that is only apply namespace to TopWindow as I know.

Let us make it more complicated.

```
class ufm : public Upp::TopWindow {
public:
 typedef ufm CLASSNAME;
 ufm();
```

```
private:
 Upp::MenuBar      menu;
 Upp::StatusBar    status;
 Upp::Splitter   h;
 Upp::ArrayCtrl    files_left;
 Upp::ArrayCtrl    files_right;

 Upp::EditString   edit_name;
 Upp::EditString   edit_ext;
 Upp::EditTime     edit_date;
 Upp::EditString   edit_attr;

};

ufm::ufm()
{
        // Skipped ...
}


GUI_APP_MAIN
{
 ufm().Run();
}
```

In order to compile this program Upp must be explicitly used within all defines.

I can even volunteer to fix that ...

Subject: Re: Upp 612-dev2 released
Posted by mirek on Fri, 22 Dec 2006 17:04:42 GMT
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Novo wrote on Fri, 22 December 2006 10:40

```
 Upp::EditTime     edit_date;
 Upp::EditString   edit_attr;
```

In order to compile this program Upp must be explicitly used within all defines.

I can even volunteer to fix that ...

I am not sure I understand your point this time...

Obviously, without the using clause, you have to qualify all symbols from the Upp namespace.

Mirek

Subject: Re: Upp 612-dev2 released
Posted by Novo on Fri, 22 Dec 2006 21:31:51 GMT
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luzr wrote on Fri, 22 December 2006 18:04

I am not sure I understand your point this time...

Obviously, without the using clause, you have to qualify all symbols from the Upp namespace.

Mirek

Same as with STL and boost. But when I use a define from Ultimate++ without the using clause the code won't compile.

In all defines, which can be used outside of the Upp namespace, like GUI_APP_MAIN in my case all symbols must be qualified with the Upp namespace. In this case everyone will have a choice either to use the using clause or to qualify qualify all symbols from the Upp namespace.

I personally prefer the second choice because it makes code more readable especially when you use many frameworks in one project.

Subject: Re: Upp 612-dev2 released
Posted by mirek on Fri, 22 Dec 2006 22:53:44 GMT
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Ah, yes, you are right. I just thought you do not like adding Upp:: before all symbols.

GUI_APP_MAIN is already fixed. The only problem is that it HAS to be in global namespace as that seems the only way to define main and WinMain...

Mirek

Subject: Re: Upp 612-dev2 released
Posted by Ulti on Sat, 23 Dec 2006 07:08:38 GMT
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unodgs wrote on Fri, 22 December 2006 03:40
it should be: new, shiny visual c++ release...
I will add checking mingw comatability in installer as well as compiling examples and references.

Hi,unodgs:
there another note,your GridCtrl use old format .iml file,if it is changed to new format,yeohhs's fix will help.
thank you very much.

Subject: Re: Upp 612-dev2 released
Posted by forlano on Sat, 23 Dec 2006 08:45:02 GMT
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unodgs wrote on Thu, 21 December 2006 08:50It took a while (I had to rewrite the installer), but here it is - new, shiny 612-dev2

Changes since last dev:

+ upp uses Upp namespace now.
+ TopWindow::FullScreen
+ GTK chameleon can now paint TabCtrl and SpinButtons
+ New Vector optimization (reduces Linux executable size by 0.8%)
+ PCRE (regular expressions) with simple wrapper in plugin
+ GridCtrl (changelog in package)
+ DateTimeCtrl is now part of CtrlLib
+ examples: HomeBudget (demonstrates GridCtrl and sqlite usage)
+ First MacOS fixes (thanks go to lundman)

Merry christmas to all Upp::users!

Hi,

a lot of new things. It's a pity I'm far from my computer with no possibility to try them.

Merry Christmas and Happy New Year from Moscow!

Luigi

Subject: Re: Upp 612-dev2 released
Posted by unodgs on Sat, 23 Dec 2006 09:22:25 GMT
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Ulti wrote on Sat, 23 December 2006 02:08
Hi,unodgs:
there another note,your GridCtrl use old format .iml file,if it is changed to new format,yeohhs's

fix will help.
thank you very much.
Yes, this will be fixed in the next dev.

Subject: Re: Upp 612-dev2 released
Posted by Ulti on Sat, 23 Dec 2006 09:26:48 GMT
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unodgs wrote on Sat, 23 December 2006 04:22
Yes, this will be fixed in the next dev.

thanks!
Merry christmas

Subject: Re: Upp 612-dev2 released
Posted by yoco on Sat, 23 Dec 2006 19:50:10 GMT
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I have no errors in compile.

But when I link, there are so many unresolved Upp::XXX functions,
It seems that, all the implements are not in the Upp namespace.
Do I miss anything?
(I use MSVC7.)

Thanks alot ^_^

Subject: Re: Upp 612-dev2 released
Posted by yoco on Sat, 23 Dec 2006 20:40:14 GMT
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yoco wrote on Sat, 23 December 2006 14:50I have no errors in compile.

But when I link, there are so many unresolved Upp::XXX functions,
It seems that, all the implements are not in the Upp namespace.
Do I miss anything?
(I use MSVC7.)

Thanks alot ^_^

I solved this problem by "Recomplie All."
It seems like a "Incremental Linker" bug of MSVC,
But I'm not sure.
