Subject: creating package in subfolder

Posted by wimvanherp on Mon, 08 Jan 2007 20:07:23 GMT

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when I try to create a package in a subfolder of the chosen nest, the subfolder and files are created but not loaded in the IDE.

f.e. new package : create in : d:\ultimateapps

package name: test2

ctrlib application with main window

this works allright

when i try package namd: test/test3 (as i find in the doc)

the folders test and test3 are created as well as the cpp and upp files but the package cannot be loaded in the IDE

Is this a bug or am i doing something wrong?

Subject: Re: creating package in subfolder

Posted by mirek on Mon, 08 Jan 2007 21:51:58 GMT

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wimvanherp wrote on Mon, 08 January 2007 15:07when I try to create a package in a subfolder of the chosen nest, the subfolder and files are created but not loaded in the IDE.

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Subject: Re: creating package in subfolder

Posted by mirek on Mon, 08 Jan 2007 21:52:39 GMT

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Is this a bug or am i doing something wrong?

I have just tested, seems to work OK for me. That does not mean it is not a bug, but you must be doing something differently....

Mirek

Subject: Re: creating package in subfolder

Posted by wimvanherp on Tue, 09 Jan 2007 07:43:27 GMT

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thanks for testing

i tried the same and included a docfile with a screenshot

the strange thing is that i fill in aaa/bbb as package name and the files are created in 2 new directories

D:\ultimateapps\aaa\bbb and

D:\ultimateapps\aaa\bbb\aaa

in aaa\bbb are created the bbb.h bbb.cpp bbb.upp main.upp in aaa\bbb\aaa bbb.lay and bbb.upp

I cannot see what i can do differently

File Attachments

1) createpackage.zip, downloaded 599 times

Subject: Re: creating package in subfolder Posted by mirek on Tue, 09 Jan 2007 09:43:49 GMT

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Really weird. The possible explanation is that I am not using "standard release" - I guess it is time test with it. Which release do you use?

Mirek

Subject: Re: creating package in subfolder

Posted by wimvanherp on Tue, 09 Jan 2007 10:39:53 GMT

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release 605

Subject: Re: creating package in subfolder

Posted by wimvanherp on Tue, 09 Jan 2007 10:45:38 GMT

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I get no notifications of replys on my question although post notification is flagged. Any idea?

Subject: Re: creating package in subfolder

Posted by wimvanherp on Tue, 09 Jan 2007 18:57:09 GMT

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with the version 7.01 i do not get this problem of the packages, but in this version none of the examples compiles without an error. always errors in

C:\upp\uppsrc\Core\heap.cpp

Subject: Re: creating package in subfolder

Posted by mirek on Tue, 09 Jan 2007 19:50:34 GMT

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wimvanherp wrote on Tue, 09 January 2007 13:57 with the version 7.01 i do not get this problem of the packages, but in this version none of the examples compiles without an error. always errors in

C:\upp\uppsrc\Core\heap.cpp

Yes, once again we forgot to test with mingw (OTOH, it is development release, be forgiving

I guess there were not much complaints about dev3 version.

Anyway, means error is already fixed.

Mirek

Subject: Re: creating package in subfolder

Posted by unodgs on Tue, 09 Jan 2007 23:07:53 GMT

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luzr wrote on Tue, 09 January 2007 14:50

Yes, once again we forgot to test with mingw (OTOH, it is development release, be forgiving

Soon each dev will be automatically tested with mingw - just have to add few more lines to makeinstall..

Subject: Re: creating package in subfolder

Posted by fallingdutch on Wed, 10 Jan 2007 00:09:22 GMT

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have you added a "build all" test?
i guess that would be a good idea, too

Bas

Subject: Re: creating package in subfolder

Posted by wimvanherp on Wed, 10 Jan 2007 09:18:21 GMT

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Do you mean that the package should be changed on the download page?

Subject: Re: creating package in subfolder Posted by mirek on Thu, 11 Jan 2007 20:00:04 GMT

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wimvanherp wrote on Wed, 10 January 2007 04:18 Do you mean that the package should be changed on the download page?

Well, this is sort of intrusion of release maintainers chat into this forum topic

Yes, it means that in current 701 dev version, U++ library is broken for mingw release. Sorry... (sometimes bugs are really unexpected, this one is unexpected name clash).

Mirek