Subject: Upp 701-dev1 released
Posted by unodgs on Mon, 08 Jan 2007 20:27:21 GMT
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Welcome everyone to 2007 Dev-story goes on..

+ Win32 TrayIcon now supports balloon messages
- fixed problem with TheIDE creating zombie processes in Linux
- fixed HomeBudget comatibility with new sqlite3 interface
- fixed allocating of permanent memory blocks
+ GridCtrl copy/paste
+ Concrete01 in tutorial

Subject: Re: Upp 701-dev1 released
Posted by Werner on Mon, 08 Jan 2007 22:41:43 GMT
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Trying to build "Concrete01" or "ide", e. g., with gcc 4.1.1 yields:

Quote:D:\ProgWin\upp\uppsrc\Core\heap.cpp:60: error: expected ',' or '...' before 'char'
D:\ProgWin\upp\uppsrc\Core\heap.cpp: In function 'void Upp::MemorySum(int&)':
D:\ProgWin\upp\uppsrc\Core\heap.cpp:62: error: expected unqualified-id before '=' token
D:\ProgWin\upp\uppsrc\Core\heap.cpp:63: error: 'large' was not declared in this scope
D:\ProgWin\upp\uppsrc\Core\heap.cpp: In function 'void* Upp::MemoryAlloc(size_t)':
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D:\ProgWin\upp\uppsrc\Core\heap.cpp: In function 'void Upp::MemoryFree(void*)':
D:\ProgWin\upp\uppsrc\Core\heap.cpp:611: error: '_msize' was not declared in this scope

The same is true for gcc 3.4.2.

Werner

Subject: Re: Upp 701-dev1 released
Posted by guido on Tue, 09 Jan 2007 21:11:02 GMT
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Chameleon refactoring seems to have broken X11 theming.
I get black on black menus (highlighted items show ok).
The Linux package is up, so I wonder if others had more luck.
I had to compile upp myself, as the package again is Ubuntu only.

Guido

Subject: Re: Upp 701-dev1 released
Posted by mirek on Tue, 09 Jan 2007 22:06:48 GMT
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guido wrote on Tue, 09 January 2007 16:11Chameleon refactoring seems to have broken X11 theming.
I get black on black menus (highlighted items show ok).
The Linux package is up, so I wonder if others had more luck.
I had to compile upp myself, as the package again is Ubuntu only.

Guido

Well, I tried to read the color of menu from gnome. It is likely theme related - what theme do you use?

Mirek

Subject: Re: Upp 701-dev1 released
Posted by guido on Tue, 09 Jan 2007 22:47:31 GMT
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[quote title=luzr wrote on Tue, 09 January 2007 23:06][quote

Well, I tried to read the color of menu from gnome. It is likely theme related - what theme do you use?

Mirek[/quote]

Clearlooks.
Well, it worked before.
I use ROX as my desktop and session manager.

Guido

Subject: Re: Upp 701-dev1 released
Posted by mirek on Wed, 10 Jan 2007 12:40:22 GMT
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Well, if you have a bit of time:

CtrlLib/ChGtk.cpp 761:

SColorMenu_Write(GetGTK(popup, 0, 2, "menu", GTK_BOX, 32, 32)[16][16]);

This is the place Basically, it paints menu into 32x32 area and then reads color from the middle. (Later the image will be used to paint the whole menu, but MenuBar is not ready yet).

Now maybe the trouble are "0, 2" constants (I never really realized what is meant by them, it is "state" and "shadow"). Maybe trying other values can fix the problem.

Mirek

Subject: Re: Upp 701-dev1 released
Posted by guido on Wed, 10 Jan 2007 13:56:57 GMT
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luzr wrote on Wed, 10 January 2007 13:40Well, if you have a bit of time:

CtrlLib/ChGtk.cpp 761:

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This is the place Basically, it paints menu into 32x32 area and then reads color from the middle. (Later the image will be used to paint the whole menu, but MenuBar is not ready yet).

Now maybe the trouble are "0, 2" constants (I never really realized what is meant by them, it is "state" and "shadow"). Maybe trying other values can fix the problem.

Mirek

GTK_STATE_NORMAL State during normal operation.
GTK_STATE_ACTIVE State of a currently active widget, such as a depressed button.
GTK_STATE_PRELIGHT State indicating that the mouse pointer is over the widget and the widget will respond to mouse clicks.
GTK_STATE_SELECTED State of a selected item, such the selected row in a list.
GTK_STATE_INSENSITIVE State indicating that the widget is unresponsive to user actions.

GTK_SHADOW_NONE No shadow is displayed, resulting in a two-dimensional appearance.
GTK_SHADOW_IN Displays dark shadow on left and upper sides of the widget, resulting in the appearance of the widget being lower than its surrounding area.
GTK_SHADOW_OUT Displays dark shadow on right and lower sides of the widget, resulting in the illusion that the widget is raised above its surrounding area.
GTK_SHADOW_ETCHED_IN Displays the appearance of sunken detail.
GTK_SHADOW_ETCHED_OUT Displays the appearance of raised detail.

I set shadow to 0.
Then state to 1 (ACTIVE).
Neither having any effect at all.

Guido

Subject: Re: Upp 701-dev1 released
Posted by mirek on Wed, 10 Jan 2007 19:06:57 GMT
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Quote:
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GTK_SHADOW_ETCHED_IN Displays the appearance of sunken detail.
GTK_SHADOW_ETCHED_OUT Displays the appearance of raised detail.

Of course I know above definitions, but in reality, this is not how things really work. Theming engines implement some of them for specific widgets, GTK is using them in different context too. You cannot really rely on anything, only test and retry...

Anyway, maybe for start to check things are not completely off, what about replacing the whole thing with simple "White" color?

Mirek

Subject: Re: Upp 701-dev1 released
Posted by lundman on Thu, 11 Jan 2007 10:27:41 GMT
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Quick note, unpacked it on OsX and folder was created as:

"upp-src-701-dev Folder"

With the space, and the ide did not handle that one bit. You can pick the "ide" project, but after it loads you see no files or sub projects.

Just a note, you guys probably already know about it.

Subject: Re: Upp 701-dev1 released
Posted by lundman on Thu, 11 Jan 2007 12:37:54 GMT
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..otherwise I can happy report it just compiles, and runs without any changes on OsX.

Subject: Bug in Hydra?
Posted by piotr5 on Fri, 12 Jan 2007 12:48:40 GMT
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I tried u++701-dev1 in linux, and just like like last month's development-release it does freeze while compiling on my dual-processor system (with 2 hydra-threads). interrupting and everything else does work, hydra simply fails to issue the next command.

I could live with hitting the compile-button repeadedly, but additionally compiling the ide itself does lock up the compiler oftentimes at the file util.cpp, and the whole system would slow down under a heavy disk-access-burden. (when done from those new versions, I don't have such problems with some older 610-version.)

I probably should add that I did not download the official releases but merely tried out yesterday's uvs-version. also I didn't try/fetch any 611-version, therefore I'm back to 610...

Subject: Re: Bug in Hydra?
Posted by mirek on Fri, 12 Jan 2007 14:48:02 GMT
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I have fixed similar bug 5-10 days ago.. Are you sure you fetched uvs version yesterday?

Mirek

Subject: Re: Upp 701-dev1 released
Posted by mirek on Fri, 12 Jan 2007 18:00:22 GMT
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guido wrote on Wed, 10 January 2007 08:56
I set shadow to 0.
Then state to 1 (ACTIVE).
Neither having any effect at all.

Guido

Clearlooks problem confirmed. For now, I have made a quick-fix:

Quote:
```
 Color c = GetGTK(popup, 0, 2, "menu", GTK_BOX, 32, 32)[16][16];
 if(!IsNull(c) && Diff(c, SColorPaper()) > 200) //!!! ClearLooks patch
  SColorMenu_Write(c);
```

(In fact, it is a test whether the Color is reasonable value..)

Mirek

Subject: Re: Upp 701-dev1 released
Posted by MikeP on Fri, 12 Jan 2007 21:07:09 GMT
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Werner wrote on Mon, 08 January 2007 23:41Trying to build "Concrete01" or "ide", e. g., with gcc 4.1.1 yields:

Quote:D:\ProgWin\upp\uppsrc\Core\heap.cpp:60: error: expected ',' or '...' before 'char'
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D:\ProgWin\upp\uppsrc\Core\heap.cpp:611: error: '_msize' was not declared in this scope

The same is true for gcc 3.4.2.

Werner

all this errors are from heap.cpp
change code on row 60 to:

```
void MemorySum(int& ismall, int& large)
{
 ismall = sSmallKb;
 large = (int) (sLarge >> 10);
}
```

the rest is by using _msize() function. This is MSC specific.
This must by avoided by ex:

```
#ifndef COMPILER_GCC
#ifdef PLATFORM_WIN32
 sLarge += _msize(q);
#endif
#endif
```

Subject: Re: Upp 701-dev1 released
Posted by paolo on Mon, 15 Jan 2007 17:33:25 GMT
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Werner wrote on Mon, 08 January 2007 23:41Trying to build "Concrete01" or "ide", e. g., with gcc 4.1.1 yields:

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The same is true for gcc 3.4.2.

Werner

Same problem with upp-mingw-701-dev1.exe on Windows XP.
Problem resolved thanks to MikeP (read his post above this), changing that function "MemorySum" and adding "#ifndef COMPILER_GCC" to the three occurrences.
Now programs compile, let's hope they work too

Subject: Re: Upp 701-dev1 released
Posted by forlano on Tue, 16 Jan 2007 09:53:40 GMT
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paolo wrote on Mon, 15 January 2007 18:33Werner wrote on Mon, 08 January 2007 23:41Trying to build "Concrete01" or "ide", e. g., with gcc 4.1.1 yields:

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Problem resolved thanks to MikeP (read his post above this), changing that function "MemorySum" and adding "#ifndef COMPILER_GCC" to the three occurrences.
Now programs compile, let's hope they work too

I confirm too the same error and the same fix with XP and mingw compiler.

Luigi

Subject: Re: Upp 701-dev1 released
Posted by masu on Thu, 18 Jan 2007 21:41:07 GMT
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luzr wrote on Fri, 12 January 2007 19:00guido wrote on Wed, 10 January 2007 08:56
I set shadow to 0.
Then state to 1 (ACTIVE).
Neither having any effect at all.

Guido

Clearlooks problem confirmed. For now, I have made a quick-fix:

Quote:

```
Color c = GetGTK(popup, 0, 2, "menu", GTK_BOX, 32, 32)[16][16];
if(!IsNull(c) && Diff(c, SColorPaper()) > 200) //!!! ClearLooks patch
 SColorMenu_Write(c);
```

(In fact, it is a test whether the Color is reasonable value..)

Mirek
Unfortunately, this does not help.
The menu bg is still black.

Matthias

Subject: Re: Upp 701-dev1 released
Posted by mirek on Thu, 18 Jan 2007 22:00:48 GMT
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masu wrote on Thu, 18 January 2007 16:41luzr wrote on Fri, 12 January 2007 19:00guido wrote on Wed, 10 January 2007 08:56
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 SColorMenu_Write(c);
```

(In fact, it is a test whether the Color is reasonable value..)

Mirek
Unfortunately, this does not help.
The menu bg is still black.

Matthias

Strange, I have noticed problem in Ubuntu's ClearLooks and this fixed it... Can you test this with beta please?

Mirek

Subject: Re: Upp 701-dev1 released
Posted by masu on Thu, 18 Jan 2007 22:09:30 GMT
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I tried with 701.r51.
Do you think its worth trying with beta anyhow?

Matthias

Subject: Re: Upp 701-dev1 released
Posted by mirek on Thu, 18 Jan 2007 22:54:59 GMT
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No, sorry. I was just confused this gone to 701dev1 thread.

Any chance putting strategic DUMPs there

DUMP(Color(c));
DUMP(SColorPaper());
DUMP(Diff(c, SColorPaper()));

to find out what is really going on?

Mirek

Subject: Re: Upp 701-dev1 released
Posted by masu on Fri, 19 Jan 2007 08:06:21 GMT
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luzr wrote on Thu, 18 January 2007 23:54No, sorry. I was just confused this gone to 701dev1 thread.

Any chance putting strategic DUMPs there

DUMP(Color(c));
DUMP(SColorPaper());
DUMP(Diff(c, SColorPaper()));

to find out what is really going on?

Mirek

Extract from log file:

Color(c) = Color(0, 0, 0)
SColorPaper() = Color(255, 255, 255)

Diff(c, SColorPaper()) = 255

Matthias

Subject: Re: Bug in Hydra?
Posted by piotr5 on Fri, 19 Jan 2007 13:45:14 GMT
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yes, it was dated 12.01.07 midnight. the compilation does halt
at random points and I need to stop and restart it manually.
as it turned out, the problem with compiling ide/Help.cpp was
because of the compiler using up half my memory for this single
file, not leaving much space for any parallel build...

however, no Zombies where created by the new version, only
610 did crate some. also I noticed that I actually did try
some 611, and it did crash for the optimized version (probably
some bug in my compiler) but didn't have the multi-threading
problem, nor did it have any problem compiling ide/Help.cpp...

could you please somehow divide ide/Help.cpp into smaller files?

P

Edit: silly me, of course ide/util.cpp already is short...

Subject: Re: Upp 701-dev1 released
Posted by masu on Fri, 19 Jan 2007 20:16:00 GMT
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Just to get Mirek's attention .
Please see my previous post (I only edited it, so maybe you have not recognized).

Matthias

Subject: Re: Upp 701-dev1 released
Posted by mirek on Fri, 19 Jan 2007 21:27:15 GMT
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masu wrote on Fri, 19 January 2007 03:06luzr wrote on Thu, 18 January 2007 23:54No, sorry. I was just confused this gone to 701dev1 thread.

Any chance putting strategic DUMPs there

DUMP(Color(c));
DUMP(SColorPaper());
DUMP(Diff(c, SColorPaper()));

to find out what is really going on?

Mirek

Extract from log file:

Color(c) = Color(0, 0, 0)
SColorPaper() = Color(255, 255, 255)
Diff(c, SColorPaper()) = 255

Matthias

OMG, I am always so stupid...

Please try this:

```
Color c = GetGTK(popup, 0, 2, "menu", GTK_BOX, 32, 32)[16][16];
if(!IsNull(c) && Diff(c, SColorText()) > 200) //!!! ClearLooks patch
 SColorMenu_Write(c);
```

(Obviously, we need menu background to be different from text, not paper).

Mirek

Subject: Re: Upp 701-dev1 released
Posted by masu on Fri, 19 Jan 2007 22:38:36 GMT
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It looks nice, now .

Matthias
