
Subject: OpenBSD porting problem

Posted by [masu](#) on Sun, 14 Jan 2007 21:45:58 GMT

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I try to port upp to openbsd at the moment.

What I have tried so far is to take upp version 701.r48 from my freebsd box with freshly generated Makefile for building on openbsd 3.7.

The error I get is when compiling the first file, command line:

```
c++ -c -O2 -march=pentium -x c++ -I./ -I/usr/X11R6/include -I/usr/local/include
-I/usr/X11R6/include/freetype2 -DflagGUI -DflagGCC -DflagOPENBSD -DflagMAIN
../ide/SelectPkg.cpp -o ../../out/ide/GCC32-Freebsd-Gcc-Gui-Main/SelectPkg.o
Error is:
```

In file included from ../Core/Core.h:375,

from ../Draw/Draw.h:4,

from ../CtrlCore/CtrlCore.h:4,

from ../CtrlLib/CtrlLib.h:4,

from ../ide/Common/Common.h:4,

from ../ide/ide.h:4,

from ../ide/SelectPkg.cpp:1:

../Core/String.h:633: error: syntax error before `&' token

../Core/String.h:634: error: syntax error before `)' token

../Core/String.h:634: error: ISO C++ forbids declaration of `<invalid operator>' with no type

GCC version is 3.3.5.

Any idea?

Matthias

Subject: Re: OpenBSD porting problem

Posted by [mirek](#) on Sun, 14 Jan 2007 21:56:53 GMT

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Well, there is

```
WString(const std::wstring& s);
operator std::wstring() const;
```

(STL compatibility...)

and std::wstring should have been included via

```
#include <string>
```

in Core.h.

Seems like something is different about STL and OpenBSD.

Mirek

Subject: Re: OpenBSD porting problem

Posted by [masu](#) on Sun, 23 Nov 2008 22:58:45 GMT

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Hi Mirek,

I'll give it another try, now.

I bought an eeePC and installed OpenBSD 4.4 on it.

Default compiler is GCC 3.3.5.

I downloaded Upp 2008.1 and adjusted sources and Makefile to compile fine, but in static, NOGTK, debug mode.

Then when I want to start TheIDE, I get an segfault in VCont.h asserting about Container size.

After debugging, I have found that the error occurs at line 437 in Draw/Image.cpp.

Here is part of the debug session:

```
437    m.image = cached[i];
(gdb) p cached
$15 = {<Upp::MoveableAndDeepCopyOption<Upp::Vector<Upp::Image>, Upp::EmptyClass>> =
{<Upp::Moveable<Upp::Vector<Upp::Image>, Upp::DeepCopyOption<Upp::Vector<Upp::Image>,
Upp::EmptyClass>> = {<Upp::DeepCopyOption<Upp::Vector<Upp::Image>,
Upp::EmptyClass>> = {<Upp::EmptyClass> = {<No data fields>}, <No data fields>}, <No data
fields>}, <No data fields>}, vector = 0x0, items = 0, alloc = 0}
(gdb) p i
$16 = 0
(gdb) bt
#0  Upp::Iml::Get (this=0x3c3f9c60, i=0) at uppsrc/Draw/Image.cpp:437
#1  0x1c3d4e30 in Upp::Override (target=@0x3c3f9c60, source=@0x3c3f9c60,
    colored=true) at uppsrc/Draw/Cham.cpp:554
#2  0x1c3d4ef6 in Upp::ColoredOverride (target=@0x3c3f9c60, source=@0x3c3f9c60)
    at uppsrc/Draw/Cham.cpp:564
#3  0x1c26a576 in Upp::ChStdSkin () at uppsrc/CtrlLib/Ch.cpp:22
#4  0x1c403cc4 in Upp::Ctrl::ChSync () at uppsrc/CtrlCore/Ctrl.cpp:882
#5  0x1c42897f in Upp::Ctrl::InitX11 (display=0x0)
    at uppsrc/CtrlCore/X11App.cpp:375
#6  0x1c0a95d4 in main (argc=1, argv=0xcfbf9d10, envptr=0xcfbf9d18)
    at uppsrc/ide/idewin.cpp:672
```

As you can see cached is empty, that means assignment at line 432 gave an empty image vector.

I hope you'll find it worth to get Upp also running on OpenBSD, even if it is not a frequently used development platform.

Regards,

Subject: Re: OpenBSD porting problem

Posted by [masu](#) on Mon, 24 Nov 2008 22:06:04 GMT

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The error happens in Core/plugin/z/lib/inflate.c function inflateInit2_, It returns Z_VERSION_ERROR, because stream_size is not equal to sizeof(z_stream) (64 != 56). I don't know why, yet.

Here is the end of my debug session:

```
(gdb) l
82 z_stream z;
83 int w;
84 const char *version;
85 int stream_size;
86 {
87   if (version == Z_NULL || version[0] != ZLIB_VERSION[0] ||
88       stream_size != sizeof(z_stream))
89     return Z_VERSION_ERROR;
90
91   /* initialize state */
(gdb) n
89   return Z_VERSION_ERROR;
(gdb) p stream_size
$12 = 64
(gdb) p sizeof(z_stream)
$13 = 56
(gdb) bt
#0  inflateInit2_ (z=0xcfbf3ba0, w=15, version=0x3c135f60 "1.2.3",
    stream_size=64) at uppsrc/plugin/z/lib/inflate.c:89
#1  0x1c312009 in sZpress (out=@0xcfbf3d20, in=@0xcfbf3d00, size=2496,
    progress=
    {<Upp::Moveable<Upp::Gate2<int, int>, Upp::EmptyClass>> = {<Upp::EmptyClass> = {<No
data fields>}, <No data fields>}, action = 0x0}, nohdr=false,
    crc=0x0, compress=false) at uppsrc/Core/z.cpp:75
#2  0x1c312495 in Upp::ZDecompress (out=@0xcfbf3d20, in=@0xcfbf3d00,
    size=2496, progress=
    {<Upp::Moveable<Upp::Gate2<int, int>, Upp::EmptyClass>> = {<Upp::EmptyClass> = {<No
data fields>}, <No data fields>}, action = 0x7c2692b7}, nohdr=false,
    crc=0x0) at uppsrc/Core/z.cpp:129
#3  0x1c31259d in Upp::ZDecompress (out=@0xcfbf3d20, in=@0xcfbf3d00, progress=
    {<Upp::Moveable<Upp::Gate2<int, int>, Upp::EmptyClass>> = {<Upp::EmptyClass> = {<No
data fields>}, <No data fields>}, action = 0x2e322e31})
    at uppsrc/Core/z.cpp:139
#4  0x1c3127ce in Upp::ZDecompress (data=0x3c11a540, len=2496, progress=
    {<Upp::Moveable<Upp::Gate2<int, int>, Upp::EmptyClass>> = {<Upp::EmptyClass> = {<No
```

```
data fields>}, <No data fields>}, action = 0x7c2692b7})
  at uppsrc/Core/z.cpp:154
#5 0x1c3c3043 in Upp::UnpackImlData (ptr=0x3c11a540, len=2496)
  at uppsrc/Draw/ImageBlit.cpp:369
#6 0x1c3bf777 in Upp::Iml::Get (this=0x3c3f9c60, i=0)
---Type <return> to continue, or q <return> to quit---
  at uppsrc/Draw/Image.cpp:433
#7 0x1c3d4eb4 in Upp::Override (target=@0x3c3f9c60, source=@0x3c3f9c60,
  colored=true) at uppsrc/Draw/Cham.cpp:554
#8 0x1c3d4f7a in Upp::ColoredOverride (target=@0x3c3f9c60, source=@0x3c3f9c60)
  at uppsrc/Draw/Cham.cpp:564
#9 0x1c26a636 in Upp::ChStdSkin () at uppsrc/CtrlLib/Ch.cpp:22
#10 0x1c403d48 in Upp::Ctrl::ChSync () at uppsrc/CtrlCore/Ctrl.cpp:882
#11 0x1c428a03 in Upp::Ctrl::InitX11 (display=0x0)
  at uppsrc/CtrlCore/X11App.cpp:375
#12 0x1c0a95d4 in main (argc=1, argv=0xcfbf4154, envptr=0xcfbf415c)
  at uppsrc/ide/idewin.cpp:672
```

Any ideas?

Regards,
Matthias

Subject: Re: OpenBSD porting problem
Posted by [masu](#) on Wed, 26 Nov 2008 14:18:48 GMT
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Fixed the error.

The reason was that the system Zlib header was included for Core/z.cpp Compilation, but in the end the Zlib from plugins/z/lib where linked to the program. And then the versions did not match which resulte in that error.

So I disabled linking of z.a from plugins to the program and TheIDE now starts.

I further investigate using TheIDE and prepare an OpenBSD port.

Matthias
