Subject: Upp 2007.1beta released
Posted by unodgs on Tue, 16 Jan 2007 22:19:02 GMT
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This is a first beta of upcoming a new major release. Please test and report bugs.
Changes since 701-dev2:

* Slider was removed (http://www.ultimatepp.org/forum/index.php?t=msg&th=1940&
amp;start=0&
+ MemoryProfile, MemoryProfileInfo (
http://www.ultimatepp.org/forum/index.php?t=msg&th=1949& amp;start=0&)
- Fixed keyboard definition problem in X11
+ Appearance of disabled images improved
+ No blitz package option
- several gridctrl copy/paste fixes and enhancements
- fixed problems with compiling examples/references related to gcc and linux

Subject: Re: Upp 2007.1beta released
Posted by masu on Wed, 17 Jan 2007 10:01:21 GMT
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TheIDE builds fine on WinXP MingW 4.1.1.
Can you take care to generate an up to date Makefile for building theIDE 2007.1 release?
This is important for building on *nix machines (otherwise the patches grow bigger).

Thanks,
Matthias

Subject: Re: Upp 2007.1beta released
Posted by mirek on Wed, 17 Jan 2007 10:36:49 GMT
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masu wrote on Wed, 17 January 2007 05:01
Can you take care to generate an up to date Makefile for building theIDE 2007.1 release?

Ops:)

Mirek

Subject: Re: Upp 2007.1beta released
Posted by Ulti on Thu, 18 Jan 2007 00:55:11 GMT
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remind before 2007.1
Font chooser is still don't know CJK font name.
thanks!

Subject: Re: Upp 2007.1beta released
Posted by mirek on Thu, 18 Jan 2007 03:59:03 GMT
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Ulti wrote on Wed, 17 January 2007 19:55remind before 2007.1
Font chooser is still don't know CJK font name.
thanks!

Last time I tried, I was not able to get CJK font names displayed in my nonU++ Windows apps.

Are you ready for "remote" debugging session? (I mean, ready to co-debug the issue)?

Mirek

Subject: Re: Upp 2007.1beta released
Posted by Novo on Thu, 18 Jan 2007 05:10:36 GMT
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I'm getting a strange looking scrollbar on Win2000 with an SqlArray created with NoAutoHideSb().
See an attachment.

Looks like a problem to me.

File Attachments
1) VScrollBar.gif, downloaded 806 times



Subject: Re: Upp 2007.1beta released
Posted by mirek on Thu, 18 Jan 2007 06:02:34 GMT
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Novo wrote on Thu, 18 January 2007 00:10I'm getting a strange looking scrollbar on Win2000 with an SqlArray created with NoAutoHideSb(). See an attachment.

Looks like a problem to me.

Please check this fix:

CtrlLib/ScrollBar.cpp 133:

```
if(IsHorz()) {
 ChPaint(w, style->arrowsize, 0, sz.cx / 2, sz.cy, l[0][CTRL_DISABLED]);
 ChPaint(w, style->arrowsize + sz.cx / 2, 0, sz.cx - sz.cx / 2, sz.cy, l[1][CTRL_DISABLED]);
}
else {
 ChPaint(w, 0, style->arrowsize, sz.cx, sz.cy / 2, l[0][CTRL_DISABLED]);
 ChPaint(w, 0, style->arrowsize + sz.cy / 2, sz.cx, sz.cy - sz.cy / 2, l[1][CTRL_DISABLED]);
}
```

Mirek

Subject: Re: Upp 2007.1beta released
Posted by Ulti on Thu, 18 Jan 2007 06:27:28 GMT
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Yes,if I can help.can you teach me how to debug?

Subject: Re: Upp 2007.1beta released
Posted by mobilehunter on Thu, 18 Jan 2007 10:18:55 GMT
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Ulti wrote on Thu, 18 January 2007 15:27Yes,if I can help.can you teach me how to debug?
About CJK font.
I try to enumerate font from VS.NET 2003.
The lfFaceName gave the same result compared to Ultimate++
the result memory value are 0x82,0x6C,0x82,0x72,0x20,0x96, etc for Ms PMincho, unfortunately Ultimate++ cannot render this value.

For VS.NET 2003, it also cannot render this value unless we set the character set option to "Use Unicode Character Set".

So may be this give some clue.

Subject: Re: Upp 2007.1beta released
Posted by mobilehunter on Thu, 18 Jan 2007 16:17:54 GMT
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At Util.cpp, function FromSystemCharset
Please replace the return line with this code.

return ToUtf8(WString(b));//WString(b).ToString();

I also add code to Display sample

SetDefaultCharset(CHARSET_UTF8);

This make Display sample show the japanese font names,

Subject: Re: Upp 2007.1beta released
Posted by mirek on Thu, 18 Jan 2007 17:32:28 GMT
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mobilehunter wrote on Thu, 18 January 2007 11:17At Util.cpp, function FromSystemCharset
Please replace the return line with this code.

return ToUtf8(WString(b));//WString(b).ToString();

I also add code to Display sample

SetDefaultCharset(CHARSET_UTF8);

This make Display sample show the japanese font names,

Hm, looks like you found the cause... Stupid me.

Anyway, I think

SetDefaultCharset(CHARSET_UTF8);

is enough to make it work (it makes WString(b).ToString() and equivalent of ToUtf8(WString(b)) - please check!).

BTW, maybe it is the time to fix one mistake I have done - "default" default charset should rather be UTF-8 than win-1252, right?

Any idea what that can break?

Mirek

Subject: Re: Upp 2007.1beta released
Posted by mobilehunter on Fri, 19 Jan 2007 00:49:31 GMT
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For example i set the default charset for TheIDE is UTF-8.
Then i do some code editing, and put same japanese glyph.

What character code will TheIDE receive from the system, is it in Shift-JIS?
Because i think, when we do EnumFont, the AddFace will receive Shift-JIS code.

What kind of process that TheIDE do to show it back to user at editor box?
Which code that do translation from user keystroke to displaying it to editor box?

Thanks

Subject: Re: Upp 2007.1beta released
Posted by Novo on Fri, 19 Jan 2007 01:24:39 GMT
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luzr wrote on Thu, 18 January 2007 01:02Novo wrote on Thu, 18 January 2007 00:10I'm getting a strange looking scrollbar on Win2000 with an SqlArray created with NoAutoHideSb(). See an attachment.

Looks like a problem to me.

Please check this fix:

CtrlLib/ScrollBar.cpp 133:

Mirek

Your fix solved the problem.

Thanks!

Subject: Re: Upp 2007.1beta released
Posted by mirek on Fri, 19 Jan 2007 13:53:25 GMT
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mobilehunter wrote on Thu, 18 January 2007 19:49For example i set the default charset for TheIDE is UTF-8.
Then i do some code editing, and put same japanese glyph.

What character code will TheIDE receive from the system, is it in Shift-JIS?
Because i think, when we do EnumFont, the AddFace will receive Shift-JIS code.

```
String FromSystemCharset(const String& src)
{
 WStringBuffer b(src.GetLength());
 int q = MultiByteToWideChar(CP_ACP, MB_PRECOMPOSED, ~src, src.GetLength(),
(WCHAR*)~b, src.GetLength());
 if(q <= 0)
  return src;
 b.SetCount(q);
 return WString(b).ToString();
}
```

So we are using Win32 API function to translate system specific text (which is most likely in Shift-JIS, but we do not exactly have to care) to UNICODE and then to String using default encoding. Unfortunately, as default default encoding is win1252, unicode characters were lost.

Quote:
What kind of process that TheIDE do to show it back to user at editor box?

Before being displayed by Win32 GDI, inverse process is used to convert String to UNICODE.

Quote:

Which code that do translation from user keystroke to displaying it to editor box?

If Win32 supports unicode (Win98 does not!), windows are create using CreateWindowW API function and then WM_CHAR message come with UNICODE characters.

BTW, can you please test that my theory about no need of altering U++ library and just setting default charset to UTF-8 is correct?

Mirek
