Subject: A few things to fix in 2007.rc3
Posted by victorb on Wed, 28 Mar 2007 18:14:49 GMT
View Forum Message <> Reply to Message

Here is a list of minor things to fix in 2007.rc3

- CtrlLib app with main window is the only .UPT using U++ having "using namespace Upp;" it should be added to others.

- In build methods, are Shared libs/All shared supposed to link U++ dynamically? If yes it does not seem to work.

Victor

Subject: Re: A few things to fix in 2007.rc3
Posted by captainc on Thu, 29 Mar 2007 17:15:56 GMT
View Forum Message <> Reply to Message

I have 1 bug as well with this version:
The .pdb file sometimes gets locked and it won't let me run in debug version any more. It gives a message saying that the .pdb file cannot be accessed and to make sure that permissions are correct and etc. This does not happen all the time, but after a few recompiles and debug runs, it tends to lock up. This becomes a pain because TheIDE doesn't save the state of the breakpoints. So I have to close TheIDE, delete the .pdb file, and then reopen TheIDE with my breakpoints gone.

Subject: Re: A few things to fix in 2007.rc3
Posted by mirek on Thu, 29 Mar 2007 18:34:44 GMT
View Forum Message <> Reply to Message

captainc wrote on Thu, 29 March 2007 13:15I have 1 bug as well with this version:
The .pdb file sometimes gets locked and it won't let me run in debug version any more. It gives a message saying that the .pdb file cannot be accessed and to make sure that permissions are correct and etc. This does not happen all the time, but after a few recompiles and debug runs, it tends to lock up. This becomes a pain because TheIDE doesn't save the state of the breakpoints. So I have to close TheIDE, delete the .pdb file, and then reopen TheIDE with my breakpoints gone.

Yes, I am aware about this problem, unfortunately, this is most likely a bug in MS debughlp.dll. No easy way how to fix that.

If it happens to me, I simply restart TheIDE

OTOH, I welcome everybody to check the init/exit code of debugger

in ide/Debuggers/Pdb.cpp. Perhaps I made some mistake...

Mirek

Subject: Re: A few things to fix in 2007.rc3
Posted by mirek on Thu, 29 Mar 2007 18:38:14 GMT
View Forum Message <> Reply to Message

victorb wrote on Wed, 28 March 2007 14:14
- In build methods, are Shared libs/All shared supposed to link U++ dynamically? If yes it does not seem to work.

"Shared libs" means TheIDE should *prefer* shared libraries when linking (it has corresponding gcc and msc flags).

"All shared" means "Shared libs" + all packages should be compiled as .dll/.so. This is more or less experimental feature, the U++ policy is to link statically, but for debugging purposes, dynamic linking can be faster. I am afraid that at the moment, this does not work in Win32 (because of the U++ library being compiled, not TheIDE).

Mirek

Subject: Copy as definition/declaration
Posted by victorb on Sat, 31 Mar 2007 10:16:29 GMT
View Forum Message <> Reply to Message

Thanks for the info.

I have just noticed an other issue.

If I have

```
class ADDONEXPORT MyClass
{
   void MyFunc();
}
```

and I try to "Copy as definition/declaration" MyFunc() in my C file, I'll get:

void ADDONEXPORT::MyFunc()

Subject: Re: Copy as definition/declaration
Posted by mirek on Sat, 31 Mar 2007 15:57:05 GMT
View Forum Message <> Reply to Message

victorb wrote on Sat, 31 March 2007 06:16Thanks for the info.

I have just noticed an other issue.

If I have

```
class ADDONEXPORT MyClass
{
   void MyFunc();
}
```

and I try to "Copy as definition/declaration" MyFunc() in my C file, I'll get:

```
void ADDONEXPORT::MyFunc()
```

The main drawback of current C++ parser is the inability to deal with macros....

Mirek

Subject: Re: Copy as definition/declaration
Posted by victorb on Mon, 02 Apr 2007 08:41:56 GMT
View Forum Message <> Reply to Message

Mirek,

Quote:"All shared" means "Shared libs" + all packages should be compiled as .dll/.so. This is more or less experimental feature, the U++ policy is to link statically, but for debugging purposes, dynamic linking can be faster. I am afraid that at the moment, this does not work in Win32 (because of the U++ library being compiled, not TheIDE).

Do you have any idea of what it would take to make it work on Win32 (In case I can find some time to look at it)?

Thanks,
Victor

Subject: Re: Copy as definition/declaration
Posted by mirek on Mon, 02 Apr 2007 10:56:11 GMT
View Forum Message <> Reply to Message

Mostly to fix package dependecies.