Subject: Upp 704-dev1 released
Posted by unodgs on Tue, 24 Apr 2007 06:47:18 GMT
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Back on the dev-road again!

Changes since 2007.1:

new Core with better threading support. More here
http://www.ultimatepp.org/forum/index.php?t=msg&th=2189& amp; amp;start=0&
init_ and GLOBAL_ changes. More here
http://www.ultimatepp.org/forum/index.php?t=msg&th=2202& amp; amp;start=0&
RichEdit now support overwrite mode (Insert key...)
new methods Ctrl *GetOwnerCtrl() and const Ctrl GetOwnerCtrl() const
first iteration of Drag and Drop in Ctrl (currently only for win32) More here
http://www.ultimatepp.org/forum/index.php?t=msg&th=2222& amp; amp;start=0&
added Ctrl::OverrideCursor(const Image& m) - Overrides the image of mouse cursor.
Ctrl now detects and delivers some new mouse events. More here
http://www.ultimatepp.org/forum/index.php?t=msg&th=2228& amp; amp;start=0&
modal loop handling changes. More here
http://www.ultimatepp.org/forum/index.php?t=msg&th=2230& amp; amp;start=0&
added Ctrl::ChildFrameMouseEvent(Ctrl *child, int event, Point p, int zdelta, dword keyflags) for
conroling child's frame mouse events
GridCtrl now supports merged cells (see JoinCells and JoinFixedCells methods). Fixed some
bugs.
 PostgreSQL support! (thanks to ZSolt)

Subject: Re: Upp 704-dev1 released
Posted by zsolt on Tue, 24 Apr 2007 18:15:25 GMT
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PostgreSQL?

Subject: Re: Upp 704-dev1 released
Posted by unodgs on Tue, 24 Apr 2007 21:09:47 GMT
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I knew I forgot about something... Changelog updated!

Subject: Re: Upp 704-dev1 released
Posted by Ulti on Wed, 25 Apr 2007 01:42:28 GMT
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can not install on xp_en_sp2

Subject: Re: Upp 704-dev1 released
Posted by unodgs on Wed, 25 Apr 2007 06:26:22 GMT
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Could you be more specific?

Subject: Re: Upp 704-dev1 released
Posted by adkiller on Thu, 26 Apr 2007 22:38:21 GMT
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When is the next dev release?

Thanks,
-Ad

Subject: Re: Upp 704-dev1 released
Posted by unodgs on Fri, 27 Apr 2007 20:44:10 GMT
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each monday/tuesday - at least this is the plan

Subject: small freebsd fix
Posted by atmks on Sun, 29 Apr 2007 15:26:13 GMT
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hi

small freebsd fix:

--- uppsrc/Core/heap.cpp   (revision 54)
+++ uppsrc/Core/heap.cpp   (working copy)
@@ -41,7 +41,7 @@
 #ifdef PLATFORM_WIN32
     return VirtualAlloc(NULL, size, MEM_RESERVE|MEM_COMMIT, PAGE_READWRITE);
 #else

```
-#ifdef PLATFORM_OSX11
+#if defined(PLATFORM_OSX11) || defined(PLATFORM_FREEBSD)
    return mmap(0, size, PROT_READ|PROT_WRITE, MAP_PRIVATE|MAP_ANON, -1, 0);
 #else
    return mmap(0, size, PROT_READ|PROT_WRITE, MAP_PRIVATE|MAP_ANONYMOUS, -1,
0);
```

Subject: Re: Upp 704-dev1 released
Posted by kretol on Tue, 01 May 2007 12:55:56 GMT
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There is a problem with building multithreaded dlls linked against Upp Core on Windows (MSC7,MSC8).
I can build a dll but it crashes with acces violation error on LoadLibrary.
Everything is ok when singlethreaded flag is specified.
Also - there were no such problems with earlier upp versions.
Any clue what could be causing this?
Thanks in advance,
Wiktor

Subject: Re: Upp 704-dev1 released
Posted by mirek on Tue, 01 May 2007 13:23:12 GMT
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kretol wrote on Tue, 01 May 2007 08:55There is a problem with building multithreaded dlls linked against Upp Core on Windows (MSC7,MSC8).
I can build a dll but it crashes with acces violation error on LoadLibrary.
Everything is ok when singlethreaded flag is specified.
Also - there were no such problems with earlier upp versions.
Any clue what could be causing this?
Thanks in advance,
Wiktor

Thank you.

I think the reason could be the new allocator. Try compiler with "USEMALLOC" (and report results).

Mirek

Subject: Re: Upp 704-dev1 released
Posted by kretol on Tue, 01 May 2007 15:32:19 GMT

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Thank you,Mirek.
#if defined(flagMT)
 #define _MULTITHREADED
 #define flagUSEMALLOC
#endif
solved the problem.
Wiktor

Subject: Re: Upp 704-dev1 released
Posted by mirek on Wed, 02 May 2007 20:56:20 GMT

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kretol wrote on Tue, 01 May 2007 11:32Thank you,Mirek.
#if defined(flagMT)
 #define _MULTITHREADED
 #define flagUSEMALLOC
#endif
solved the problem.
Wiktor

Core/Core.h

#ifndef CORE_H
#define CORE_H

#define QLIB3

#if defined(flagMT)
 #define _MULTITHREADED
 #ifdef flagDLL
  #define flagUSEMALLOC
 #endif
#endif

Should work too... (without kicking our fast allocator out for executables...).

Mirek