
Subject: Upp 704-dev1 released
Posted by [unodgs](#) on Tue, 24 Apr 2007 06:47:18 GMT
[View Forum Message](#) <> [Reply to Message](#)

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 \(Insert key...\)](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.](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](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
[View Forum Message](#) <> [Reply to Message](#)

PostgreSQL?

Subject: Re: Upp 704-dev1 released
Posted by [unodgs](#) on Tue, 24 Apr 2007 21:09:47 GMT
[View Forum Message](#) <> [Reply to Message](#)

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
[View Forum Message](#) <> [Reply to Message](#)

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
[View Forum Message](#) <> [Reply to Message](#)

Could you be more specific?

Subject: Re: Upp 704-dev1 released
Posted by [adkiller](#) on Thu, 26 Apr 2007 22:38:21 GMT
[View Forum Message](#) <> [Reply to Message](#)

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
[View Forum Message](#) <> [Reply to Message](#)

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
[View Forum Message](#) <> [Reply to Message](#)

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
[View Forum Message](#) <> [Reply to Message](#)

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
[View Forum Message](#) <> [Reply to Message](#)

kretol wrote on Tue, 01 May 2007 08:55: 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

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
[View Forum Message](#) <> [Reply to Message](#)

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
[View Forum Message](#) <> [Reply to Message](#)

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
#endif
```

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

Mirek
