
Subject: Upp 709-dev1 released
Posted by [unodgs](#) on Sun, 16 Sep 2007 08:11:36 GMT
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Changes since 708-dev2b:

MingGW updated from 3.4.2 to 4.2.1
SDL updated from 1.2.7 to 1.2.12
Sqlite updated from 3.3.0 to 3.4.2
PCRE updated from 7.0 to 7.3
added close group to quick tabs popuped menu
"Insert any file" in TheIDE hotkey changed to Ctrl+Shift+O(because of conflict with Italic in T++ editor)
those pesky icon.ico files wrong exports are no more generated from .iml
fixed a problem with unnamed image in .iml causing iml loss
added -gstabs flag for mingw - this is supposed to solve the problem with mingw 4.2 debugging
fixed potential crash in ArrayCtrl::AddColumn
FileSel types change if there is an empty "DefaultExt", extension is now taken from the "file type" droplist, from the first mask.
fixed clipping in Ctrl::GetTopRect
fixed painting LabelBox image at incorrect y-coord (mrjt)
fixed ArrayCtrl::NoBackground (mrjt)
fixed segmentation fault on Ubuntu Feisty (mdelfede)

PS: There can be a problem with mingw + new sqlite3 in GUI apps. At least on win32 (and on my machine) such apps don't run - investigation in progress...

Subject: Re: Upp 709-dev1 released
Posted by [mezise](#) on Sun, 16 Sep 2007 10:15:48 GMT
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Quote:MingGW updated from 3.4.2 to 4.2.1
Please change the version number in Assist/About section.

Subject: Re: Upp 709-dev1 released
Posted by [michael](#) on Sun, 16 Sep 2007 10:30:50 GMT
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When building my project i got this error:

Linking...

c++.exe: C:/upp/out/MySql/MINGW.Gui\MySql.a: No such file or directory

How can i get or create MySql.a?

Subject: Re: Upp 709-dev1 released
Posted by [mezise](#) on Sun, 16 Sep 2007 10:43:16 GMT
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http://www.ultimatepp.org/forum/index.php?t=msg&goto=11263&&#msg_11263
michael wrote on Wed, 29 August 2007 11:42Ok, the HYDRA Threads were set to 2, set them now to 1 and the error doesn't occur anymore on mingw with xp in release-mode.
Didn't this solve your problem?

Michal

Subject: Re: Upp 709-dev1 released
Posted by [michael](#) on Sun, 16 Sep 2007 11:11:42 GMT
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Damned... yes it does... works now without linking error.

Subject: Re: Upp 709-dev1 released
Posted by [mirek](#) on Sun, 16 Sep 2007 11:13:49 GMT
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michael wrote on Sun, 16 September 2007 07:11Damned... yes it does... works now without linking error.

Unlikely. We have done nothing about it:)

In fact, if you encounter that problem and repeat compilation, it usually goes well. I think that you have just files cached from previous runs.

The problem is most likely caused by closing some .obj too late before another compilation step (e.g. librarian) is invoked.

Mirek

Subject: Re: Upp 709-dev1 released
Posted by [sergei](#) on Sun, 16 Sep 2007 11:21:55 GMT
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Trying to build a console project that build successfully on 708dev2b. During debugging console

window doesn't appear. Adding CONSOLE to package config didn't help.

Actually, even this doesn't work:

```
#include <Core/Core.h>
using namespace Upp;
#include <iostream>
CONSOLE_APP_MAIN
{
    const Vector<String>& cmdline = CommandLine();
    for(int i = 0; i < cmdline.GetCount(); i++) {
    }
    Cout() << "HI!";
    int i;
    std::cin >> i;
}
```

(created Core Console Project). Execution pauses in debug (on cin, probably), yet there is no console window to enter anything.

P.S. why zlib is still 1.1.4 (zlib.h) / 1.2.2 (readme)? 1.2.3 was released in 2005.

Edit: wanted to retest in 708dev2b, turns out 709 didn't even save the package - I have TestConsole.exe in out folder (which displays console when runs outside TheIDE), yet in MyApps I don't have such folder. Recreated in 708dev2b, console appears, and project is saved in MyApps upon build.

Subject: Re: Upp 709-dev1 released
Posted by [michael](#) on Sun, 16 Sep 2007 11:33:20 GMT
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My project grows now from 2050 KB to 2650 KB. Is this because of new mingw-version?

Subject: Re: Upp 709-dev1 released
Posted by [sergei](#) on Mon, 17 Sep 2007 11:37:52 GMT
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Could anyone check if console applications work (e.g. console is visible in debug)? I'd like know if it's only on my computer, or a bug in this release.

And if creating a new package, writing something, building and exiting (without saving) creates anything in MyApps folder (as it should).

Subject: Re: Upp 709-dev1 released
Posted by [mezise](#) on Mon, 17 Sep 2007 14:49:41 GMT
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I have checked successfully reference/Value console app:
- Output mode: MSC71 Debug
- Both: Execute, Run in debugger
- Windows XP SP2

Subject: Re: Upp 709-dev1 released
Posted by [mezise](#) on Mon, 17 Sep 2007 14:59:40 GMT
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Quote:And if creating a new package, writing something, building and exiting (without saving) creates anything in MyApps folder (as it should).
Yes. While creating new package I have chosen "Core console project". At this point package and 2 files have been created.
Writing something, Build F7, exiting without saving and change has been successfully applied.

Michal

Subject: Re: Upp 709-dev1 released
Posted by [mirek](#) on Mon, 17 Sep 2007 15:40:07 GMT
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sergei wrote on Sun, 16 September 2007 07:21 Trying to build a console project that build successfully on 708dev2b. During debugging console window doesn't appear. Adding CONSOLE to package config didn't help.

Adding CONSOLE would not help. But make sure there is not GUI

Mirek

Subject: Re: Upp 709-dev1 released
Posted by [sergei](#) on Mon, 17 Sep 2007 15:52:03 GMT
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Thanks. So I've got a problem with my computer...
Nevermind, I can live with 708dev2b

Subject: Re: Upp 709-dev1 released

Posted by [dmcgeoch](#) on Mon, 01 Oct 2007 19:56:54 GMT

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Fix for the sqlite plugin.

Replace the sqlite3.upp file in the plugin/sqlite3 directory with the attached version of the file and the problem with the gui are corrected.

As far as I can tell, the shell.c file should not be included in the build. This appears to be what causes the gui not to be displayed.

Dave

File Attachments

1) [sqlite3.upp](#), downloaded 508 times

Subject: Re: Upp 709-dev1 released

Posted by [mirek](#) on Mon, 01 Oct 2007 20:01:27 GMT

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Thanks, shell.c removed...

Subject: Re: Upp 709-dev1 released

Posted by [unodgs](#) on Mon, 01 Oct 2007 20:48:08 GMT

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Thank you! I'll note it down to not forget next time sqlite will be updated.
