Subject: Upp 710-dev1 released
Posted by unodgs on Tue, 09 Oct 2007 07:30:21 GMT
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Here it is: 710-dev1. It seems we have now monthly not weekly dev-releases, but that will change soon (on the other hand the changelog is longer)

Changes since 709-dev1:

fixed problems with GUI and the new sqlite3 (thanks to dmcgeoch)
Sql::Begin and SqlSession::Begin now perform ClearErrors
added void Sql::Get(Fields fo) More here:
http://www.ultimatepp.org/forum/index.php?t=msg&th=2719& amp; amp; amp;start=0&
added String SqlSession::GetErrorCodeString(). Some databases like Postgres return "stringed" error codes.
added SqlSession::WhenDatabaseActivity(ActivityStatus status) callback. Status can be (for now) EXECUTING, END_EXECUTING, FETCHING, END_FETCHING. It can be used to react on database activity (for example mouse cursor can change then, progress bar can be displayed and so on)
fixed QuickTabs highlighting problems
added popuped menu with Close item to QuickTabs
added network browsing class NetNode (for now, in Win32)
EditField::NullText now has variant with Font parameter
added EditField::SetInactiveConvert(Convert &c) - allow to set convert class used when focus is out of edit field
added Image Win32DllIcon(const char *dll, int ii, bool large) to retrieve icon as image from given dll file.
fixed Splitter SetMin which wrongly used the 10000 ratio instead of pixels. This new method should use directly pixels....
almost all calls to Win32 API in Core are now implemented to use unicode variant (like CreateFileW)
painting Image for low-level machines was optimized
fixed 2 regression bugs of DateTimeCtrl. More here:
http://www.ultimatepp.org/forum/index.php?t=msg&th=2773& amp; amp; amp;start=0&
TheIDE Ctrl+F1 now searches help for the current word
added value parameter to ArrayCtrl::SetCtrl. More here:
http://www.ultimatepp.org/forum/index.php?t=msg&th=2779& amp; amp; amp;start=0&
added IdCtrls - a new very small utility class, modeled after SqlCtrls. More here:
http://www.ultimatepp.org/forum/index.php?t=msg&th=2780& amp; amp; amp;start=0&
fixed a problem in CtrlCore which prevented closing the window with long operations and many timer events
many DropGrid fixes (resizing problems, null value caused selecting first item on list) and GridCtrl fixes (multiline highlighing is now supported, item editable state is now respected when ctrls are shown)

Enjoy

Subject: Re: Upp 710-dev1 released
Posted by waxblood on Tue, 09 Oct 2007 14:54:42 GMT
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I want this on Linux!!!!!!!!

David

Subject: Re: Upp 710-dev1 released
Posted by masu on Tue, 09 Oct 2007 16:49:27 GMT
View Forum Message <> Reply to Message

Hi,

what about an SVN commit ?

Matthias

Subject: Re: Upp 710-dev1 released
Posted by unodgs on Tue, 09 Oct 2007 18:00:31 GMT
View Forum Message <> Reply to Message

masu wrote on Tue, 09 October 2007 12:49Hi,
what about an SVN commit ?

Of course... done

Subject: Re: Upp 710-dev1 released
Posted by mdelfede on Tue, 09 Oct 2007 18:38:49 GMT
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waxblood wrote on Tue, 09 October 2007 16:54I want this on Linux!!!!!!!!

David

I think it's not as stable as in windows....

Subject: Re: Upp 710-dev1 released
Posted by waxblood on Tue, 09 Oct 2007 19:19:38 GMT

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mdelfede wrote on Tue, 09 October 2007 20:38waxblood wrote on Tue, 09 October 2007 16:54I want this on Linux!!!!!!!!

David

I think it's not as stable as in windows....

I know, I know.... the fact is I'm getting a little tired about programs 'not being as stable as in windows' :/ .

I use Blender too and in Windows is a pleasure to use, on Linux, well, some things like Game Engine are forbidden, you use them, Blender inexorably crashes....

Since IMO Ultimate++ is an outstanding product in the Linux world, it's a pity Linux releases are left behind.

David

Subject: Re: Upp 710-dev1 released
Posted by unodgs on Tue, 09 Oct 2007 20:35:23 GMT
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Quote:Since IMO Ultimate++ is an outstanding product in the Linux world, it's a pity Linux releases are left behind.
Our main Linux maintainer is very busy now. So for now linux packages are prepared only if we release stable versions. On the other hand nothing prevents you to compile new ide using the old one. It's very easy. I did it many times on my Arch-linux. Of course sometimes small compile bugs must be fixed but in most cases this is not a problem even for beginner programmer.

Subject: Re: Upp 710-dev1 released
Posted by mdelfede on Wed, 10 Oct 2007 18:52:39 GMT
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unodgs wrote on Tue, 09 October 2007 22:35
Our main Linux maintainer is very busy now. So for now linux packages are prepared only if we release stable versions. On the other hand nothing prevents you to compile new ide using the old one. It's very easy. I did it many times on my Arch-linux. Of course sometimes small compile bugs must be fixed but in most cases this is not a problem even for beginner programmer.

I did it, but theide from uvs crashes too often on my ubuntu, it has some memory leak that it's not so easy to find without knowing very well all the packages. OTOH, the stable version is rock solid. That's a pity, because the uvs release has many enhancements....

Subject: Re: Upp 710-dev1 released
Posted by waxblood on Wed, 10 Oct 2007 21:44:47 GMT
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mdelfede wrote on Wed, 10 October 2007 20:52

I did it, but theide from uvs crashes too often on my ubuntu, it has some memory leak that it's not so easy to find without knowing very well all the packages. OTOH, the stable version is rock solid. That's a pity, because the uvs release has many enhancements....

Plus, I've tried uvs version one month ago and it had a problem with ASM code which forced me to use gcc v3.3 (which is slow on compiling...), and changing the compiler version drives upp crazy, so it is necessary to delete ~/.theide directory entirely every time compiler version is changed (I've tried deleting single files and combinations of them inside ~/.theide, but nothing worked)

Right now I can't get last uvs version. I've tried to connect to the new uvs server in the last 3 days without results - Does anybody have the same problem (or have I miscalculated the new IP)?

David

Subject: Re: Upp 710-dev1 released
Posted by mirek on Thu, 11 Oct 2007 03:43:05 GMT
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Anybody to volunteer to be a Bas's backup as Linux release maintainer?

Mirek

Subject: Re: Upp 710-dev1 released
Posted by michael on Thu, 11 Oct 2007 09:43:14 GMT
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After rebuilding my project with 710-dev1 on Windows XP i got these errors:

Creating library...
MySql: 1 file(s) built in (0:01.71), 1719 msecs / file, duration = 1719 msecs
C:/upp/out/MySql/MINGW.Gui\MySql.a (72568 B) created in (0:00.01)

----- Sql (GUI GCC WIN32) (3 / 13)
SqlCase.cpp
SqlVal.cpp
SqlBool.cpp
SqlSet.cpp
SqlStatement.cpp
Sql.cpp
C:\upp\uppsrc\Sql\Sql.cpp:480: error: stray '@' in program
C:\upp\uppsrc\Sql\Sql.cpp:496: error: stray '@' in program
C:\upp\uppsrc\Sql\Sql.cpp:498: error: stray '@' in program
SqlSchema.cpp
util_td.cpp
Creating library...
Sql: 8 file(s) built in (0:18.20), 2275 msecs / file, duration = 18203 msecs

There were errors. (2:10.92)

Subject: Re: Upp 710-dev1 released
Posted by mdelfede on Thu, 11 Oct 2007 09:56:21 GMT
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luzr wrote on Thu, 11 October 2007 05:43Anybody to volunteer to be a Bas's backup as Linux release maintainer?

Mirek

Hmmmm... the problem is that one should have a VERY deep knowledge of Upp internals.... In particular with memory leaks errors like the one I got.
BTW, if you keeps svn in sync with uvs, I could try to help, I don't feel too confortable with UVS and have no time to learn it.
In particular, I don't know how to fetch previous releases, some bugs require regression tests to find out where they happens.

I did some works on Wine some years ago, but then I had the full cvs repository replicated locally, so it was quite easy to locate regression problems.

If it's easy with UVS too (and you tell me where to find some info about it) I can at least try locate the 'biggest' bugs, like this memory leak. But I really should be able to go back step-by-step from later devel, finding a memory leak in UPP otherwise would be a nightmare, and locating a bug having only the later stable release and the current devel is an huge task too.

Ciao

Max

Subject: Re: Upp 710-dev1 released
Posted by unodgs on Thu, 11 Oct 2007 10:20:31 GMT
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Quote:BTW, if you keeps svn in sync with uvs, I could try to help, I don't feel too confortable with UVS and have no time to learn it.
In particular, I don't know how to fetch previous releases, some bugs require regression tests to find out where they happens.
Best you can do is to contact Bas. He has build scripts, which do evertything automaticaly.
Probably they do not update uvs, but this is extremaly easy - one button, one press, your uvs is fresh

Subject: Re: Upp 710-dev1 released
Posted by mdelfede on Thu, 11 Oct 2007 12:18:23 GMT
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unodgs wrote on Thu, 11 October 2007 12:20
Best you can do is to contact Bas. He has build scripts, which do evertything automaticaly.
Probably they do not update uvs, but this is extremaly easy - one button, one press, your uvs is fresh

Uhmmmm... what I need is the ability to go back starting from latest devel back to the stable release, in small steps, in order to find (with a binary search) where did the troubles came.
With svn I know how to do, with uvs no. And I've seen that svn is not updated very often, which makes difficult to find the cause of regression bugs.
For example, if from stable release to devel you made 1000 small changes, which are recorded daily on svn, I start testing the version on the change n. 500, if it's ok I continue with 750, if not with 250, up to find the change that did the bug, which is probabily a small change in code.
If I start with only stable and latest devel, I must search inside huge code changes with no hint, which is much more difficult and requires deep knowledge on upp.
That's the benefit of having svn updated very often.

Ciao

Max

Subject: Re: Upp 710-dev1 released
Posted by mirek on Thu, 11 Oct 2007 19:41:09 GMT
View Forum Message <> Reply to Message

mdelfede wrote on Thu, 11 October 2007 05:56luzr wrote on Thu, 11 October 2007 05:43Anybody to volunteer to be a Bas's backup as Linux release maintainer?

Mirek

Hmmmm... the problem is that one should have a VERY deep knowledge of Upp internals.... In particular with memory leaks errors like the one I got.

Actually, no worry about that, all you are expected to do is to report that things gone wrong. Fixing bugs is not a primary task of linux maintainer. Providing (and perhaps maintaining) makefiles/.deb/.rpm is the point...

Quote:
BTW, if you keeps svn in sync with uvs, I could try to help, I don't feel too confortable with UVS and have no time to learn it.

There really is not much to learn, the only operation provided makes your source tree up-to-date...

Quote:
I did some works on Wine some years ago, but then I had the full cvs repository replicated locally, so it was quite easy to locate regression problems.

Local repository is default for uvs - one of few advantages we do not like to be abandoned.... exactly for this reason.

Mirek

Subject: Re: Upp 710-dev1 released
Posted by mirek on Thu, 11 Oct 2007 19:44:17 GMT
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michael wrote on Thu, 11 October 2007 05:43After rebuilding my project with 710-dev1 on Windows XP i got these errors:

Creating library...
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C:/upp/out/MySql/MINGW.Gui\MySql.a (72568 B) created in (0:00.01)
----- Sql (GUI GCC WIN32) (3 / 13)
SqlCase.cpp
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SqlSchema.cpp
util_td.cpp

Creating library...
Sql: 8 file(s) built in (0:18.20), 2275 msecs / file, duration = 18203 msecs

There were errors. (2:10.92)

Sorry... On those lines you will see DLOGs or DDUMPs. Just delete them please.

(This is a "tool" to detect forgotten LOGs in the code - obviously, this time, gone wrong... Daniel, we should compile release mode of some SQL app too before releasing next time

Mirek

Subject: Re: Upp 710-dev1 released
Posted by unodgs on Thu, 11 Oct 2007 20:12:41 GMT
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luzr wrote on Thu, 11 October 2007 15:44
(This is a "tool" to detect forgotten LOGs in the code - obviously, this time, gone wrong... Daniel, we should compile release mode of some SQL app too before releasing next time

Sorry about that one.. I skiped the tests in this release simply because of time. Soon releases will be more frequent and better tested.

Subject: Re: Upp 710-dev1 released
Posted by mdelfede on Thu, 11 Oct 2007 21:48:08 GMT
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luzr wrote on Thu, 11 October 2007 21:41

Actually, no worry about that, all you are expected to do is to report that things gone wrong. Fixing bugs is not a primary task of linux maintainer. Providing (and perhaps maintaining) makefiles/.deb/.rpm is the point...

I thought you worried about regression problems on Linux, as the one I stumped on... creating makefiles/deb/rpms is just a question of scripts running daily, but I don't see the point of providing a linux deb/rpm that is too buggy to be useful.

Quote:
There really is not much to learn, the only operation provided makes your source tree up-to-date...

You mean that with UVS you can't go back to a previous release ?

Quote:

Local repository is default for uvs - one of few advantages we do not like to be abandoned.... exactly for this reason.

Well, you can do that mirroring a svn repository too, that was what I did with cvs and wine. Of course, cvs had too many other problems, but svn does a quite good job.

In conclusion, IMHO, the big Linux problem for now is not a lack of ready-to-use packages for devel releases (getting the soft with uvs/svn is quite simple, and using stable release to compile it is even simpler), but open bugs of linux version that makes it useful only for testing purposes.

Ciao

Max

Subject: Re: Upp 710-dev1 released
Posted by mirek on Thu, 11 Oct 2007 21:58:39 GMT
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mdelfede wrote on Thu, 11 October 2007 17:48luzr wrote on Thu, 11 October 2007 21:41

Actually, no worry about that, all you are expected to do is to report that things gone wrong. Fixing bugs is not a primary task of linux maintainer. Providing (and perhaps maintaining) makefiles/.deb/.rpm is the point...

I thought you worried about regression problems on Linux, as the one I stumped on... creating makefiles/deb/rpms is just a question of scripts running daily, but I don't see the point of providing a linux deb/rpm that is too buggy to be useful.

Well, the one is to actually find out that there are bugs...
No releases, no bugs detected...

(That said, I have compiled fresh theide on Ubuntu yesterday and saw no bugs. Everything was stable.).

Quote:
In conclusion, IMHO, the big Linux problem for now is not a lack of ready-to-use packages for devel releases (getting the soft with uvs/svn is quite simple, and using stable release to compile it is even simpler), but open bugs of linux version that makes it useful only for testing purposes.

Well, the real trouble is that as there are no releases, there is zero feedback... Too much often the problem only manifests for particular machine / windows manager etc...

Anyway, do not suppose that the issue of providing packages is simple...

Mirek

Subject: Re: Upp 710-dev1 released
Posted by mdelfede on Thu, 11 Oct 2007 22:45:10 GMT
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luzr wrote on Thu, 11 October 2007 23:58
Well, the one is to actually find out that there are bugs...
No releases, no bugs detected...

here I agree

Quote:
(That said, I have compiled fresh theide on Ubuntu yesterday and saw no bugs. Everything was stable.).

Well, I did an uvs update now, it gives me release 709r74, compiled it and the same problem.... I open a main package, then I change to other main package and theide crashes.
Maybe I'm not using well UVS ?

Quote:
Well, the real trouble is that as there are no releases, there is zero feedback... Too much often the problem only manifests for particular machine / windows manager etc...

Ok, here I agree again. But the bad is when you get a bad feedback after 1000 commits... finding where it is becomes hard !

Quote:
Anyway, do not suppose that the issue of providing packages is simple...

Not simple starting, I think, but once you've got some scripts ready, that should only be boring

Ciao

Max

Subject: Re: Upp 710-dev1 released
Posted by cbpporter on Sat, 13 Oct 2007 06:46:48 GMT
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I couldn't compile CtrlLib with MSVC 8, but I had no problems at work with MSVC 7.

```
PrinterJob.cpp
Win32.cpp
e:\develop\upp\uppsrc\CtrlLib\Win32.cpp : fatal error C1033: cannot open program database
'e:\develop\upp\out
 \ctrllib\msc8.debug_full.gui\ctrllib-2.pdb'
TrayIconWin32.cpp
e:\develop\upp\uppsrc\CtrlLib\TrayIconWin32.cpp : fatal error C1033: cannot open program
database 'e:\develop
 \upp\out\ctrllib\msc8.debug_full.gui\ctrllib-2.pdb'
TrayIconX11.cpp
e:\develop\upp\uppsrc\CtrlLib\TrayIconX11.cpp : fatal error C1033: cannot open program
database 'e:\develop\u
 pp\out\ctrllib\msc8.debug_full.gui\ctrllib-2.pdb'
CtrlUtil.cpp
e:\develop\upp\uppsrc\CtrlLib\CtrlUtil.cpp : fatal error C1033: cannot open program database
'e:\develop\upp\
 out\ctrllib\msc8.debug_full.gui\ctrllib-2.pdb'
LNGCtrl.cpp
Update.cpp
ChWin32.cpp
TmSchema.h is obsolete. Please include vssym32.h instead.
```

Subject: Re: Upp 710-dev1 released
Posted by cbpporter on Sat, 13 Oct 2007 06:58:42 GMT
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And I have this code that no longer compiles (in MINGW):

```
Drawing SVGImage::Draw(int aw, int ah)
{
 if (aw < 1 || ah < 1)
  return Null;
 DrawingDraw ddraw(aw, ah);
 Draw(&ddraw, svgRoot);
 return ddraw.GetResult();
}
```

```
e:\Develop\MyApps\CBPMain\SVGImage.cpp: In member function 'Upp::Drawing
SVGImage::Draw(int, int)':
e:\Develop\MyApps\CBPMain\SVGImage.cpp:69: error: conversion from 'const Upp::Nuller' to
non-scalar type 'Upp
 ::Drawing' requested
```

I needed to return Null in previous versions because I would get an error if width or height were 0.

Subject: Re: Upp 710-dev1 released
Posted by mirek on Sat, 13 Oct 2007 09:08:54 GMT
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cbpporter wrote on Sat, 13 October 2007 02:46I couldn't compile CtrlLib with MSVC 8, but I had no problems at work with MSVC 7.

PrinterJob.cpp
Win32.cpp
e:\develop\upp\uppsrc\CtrlLib\Win32.cpp : fatal error C1033: cannot open program database 'e:\develop\upp\out
 \ctrllib\msc8.debug_full.gui\ctrllib-2.pdb'
TrayIconWin32.cpp
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 \upp\out\ctrllib\msc8.debug_full.gui\ctrllib-2.pdb'
TrayIconX11.cpp
e:\develop\upp\uppsrc\CtrlLib\TrayIconX11.cpp : fatal error C1033: cannot open program database 'e:\develop\u
 pp\out\ctrllib\msc8.debug_full.gui\ctrllib-2.pdb'
CtrlUtil.cpp
e:\develop\upp\uppsrc\CtrlLib\CtrlUtil.cpp : fatal error C1033: cannot open program database 'e:\develop\upp\
 out\ctrllib\msc8.debug_full.gui\ctrllib-2.pdb'

This looks like not enough space on disk or stalled/broken previous build. Check the first, if does not apply, use "Rebuild All" or even "Clean UPPOUT" and then "Rebuild All".

That said, it works for me...

Quote:

TmSchema.h is obsolete. Please include vssym32.h instead.

Ignore this one, it is only MS trying to play games on us...

Mirek

Subject: Re: Upp 710-dev1 released

Posted by mirek on Sat, 13 Oct 2007 09:12:03 GMT
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Well, Drawing does not really support Null. IMO, use

return Drawing();

and then operator bool().

That said, I am going to add Null support for Drawing now

Mirek

Subject: Re: Upp 710-dev1 released
Posted by cbpporter on Sat, 13 Oct 2007 16:11:28 GMT
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This looks like not enough space on disk or stalled/broken previous build. Check the first, if does not apply, use "Rebuild All" or even "Clean UPPOUT" and then "Rebuild All".
That worked. I get a lot of warnings, but I'll just ignore them .

Well, Drawing does not really support Null.
Strange, in 2007.1 it did. Well, at least I don't get an error in this versions so I can just skip the test.

Any idea why TheIDE opens Callback.h after a run with MSVC? I had this issue with dev9 too.

Subject: Re: Upp 710-dev1 released
Posted by mirek on Sat, 13 Oct 2007 16:41:22 GMT
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cbpporter wrote on Sat, 13 October 2007 12:11

Well, Drawing does not really support Null.
Strange, in 2007.1 it did. Well, at least I don't get an error in this versions so I can just skip the test.

Well, we have changed the mingw version. I think it can be related... Maybe some illegal coversion routes were disabled in new GCC.

Quote:
Any idea why TheIDE opens Callback.h after a run with MSVC? I had this issue with dev9 too.

What it does? Can you describe in more detail, please?

Subject: Re: Upp 710-dev1 released
Posted by cbpporter on Sat, 13 Oct 2007 18:23:50 GMT
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I press run (F5), application runs, I close application and I have a brand new tab with the content of Callback.h.

Subject: Re: Upp 710-dev1 released
Posted by mirek on Sun, 14 Oct 2007 08:45:05 GMT
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cbpporter wrote on Sat, 13 October 2007 14:23I press run (F5), application runs, I close application and I have a brand new tab with the content of Callback.h.

Unable to reproduce. Can you provide more details please?

Is it observed with some of examples? Debug mode? Using debugger?

Mirek

Subject: Re: Upp 710-dev1 released
Posted by cbpporter on Sun, 14 Oct 2007 21:53:36 GMT
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I can only reproduce it with my app and the tab appears even before the application launces only in debug run.

Subject: Re: Upp 710-dev1 released
Posted by mrjt on Tue, 16 Oct 2007 10:58:14 GMT
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Since noone else has mentioned it yet, the following code changes are required to make 710-dev1 compile TheIde on Linux (Slackware):

In ImageWin32.cpp:
#include <shellapi.h> - should be after #ifdef PLATFORM_WIN32?

In path.cpp:
f.is_archive = ff.IsArchive();
f.is_compressed = ff.IsCompressed();
f.is_hidden = ff.IsHidden();
f.is_read_only = ff.IsReadOnly();
f.is_system = ff.IsSystem();
f.is_temporary = ff.IsTemporary();Should be:

#ifdef PLATFORM_WIN32
f.is_archive = ff.IsArchive();
f.is_compressed = ff.IsCompressed();
f.is_hidden = ff.IsHidden();
f.is_system = ff.IsSystem();
f.is_temporary = ff.IsTemporary();
#endif
f.is_read_only = ff.IsReadOnly();

in X11Wnd.cpp:
bool Ctrl::ProcessEvents(bool *) - should be *quit?

in ide/Goto.cpp
mf.access = m.pos[l].impl ? WITHBODY : PUBLIC;
GCC complains about comparing two anonymous enums. Not sure what the 'correct' solution is, but casting them both to int seems to work.

James

Subject: Re: Upp 710-dev1 released
Posted by mdelfede on Tue, 16 Oct 2007 20:51:53 GMT
View Forum Message <> Reply to Message

mrjt wrote on Tue, 16 October 2007 12:58Since noone else has mentioned it yet, the following code changes are required to make 710-dev1 compile TheIde on Linux (Slackware):
.....

hemmmm...
http://www.ultimatepp.org/forum/index.php?t=msg&th=2777& amp;start=0&

I think is time to a bug reporting tool somewhere... I thnk some report get lost between posts.

Ciao

Max

Subject: Re: Upp 710-dev1 released
Posted by mapo on Fri, 19 Oct 2007 20:15:46 GMT
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Hi,

I have program with NOAPPSQL flag set. When I try to compile it, I get compilation error:
C:\upp\uppsrc\Sql\Sql.cpp(497) : error C2065: 'SQL' : undeclared identifier

if I change SqlSession::~SqlSession() to:

```
SqlSession::~SqlSession()
{
#ifndef NOAPPSQL
 if(SQL.IsOpen() && &SQL.GetSession() == this) {
  SQL.Detach();
 }
#endif
}
```

everything compiles without errors.

Subject: Re: Upp 710-dev1 released
Posted by mirek on Sat, 20 Oct 2007 07:38:07 GMT
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mapo wrote on Fri, 19 October 2007 16:15Hi,

I have program with NOAPPSQL flag set. When I try to compile it, I get compilation error:
C:\upp\uppsrc\Sql\Sql.cpp(497) : error C2065: 'SQL' : undeclared identifier

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SqlSession::~SqlSession()
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#ifndef NOAPPSQL
 if(SQL.IsOpen() && &SQL.GetSession() == this) {
  SQL.Detach();
 }
#endif
}
```

everything compiles without errors.

Thanks, in fact, this part is still being worked on, right now the destructor is empty again...

Mirek

Subject: Re: Upp 710-dev1 released
Posted by piotr5 on Mon, 29 Oct 2007 16:11:22 GMT
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just my 2 cents to the linux-discussion:

as I said in a previous release-thread, for linux the debug-version
does only work with the memory-checks turned off, since there
freed memory get mysteriously filled with zeroes after being
filled with a fixed number by upp. uvs-regression-tests seem to
work only for the last time it got updated, all previous versions
of the source-files seem to be unavailable afterwards. so the
right development-cycle would be: uvs-update (or batch-process) &
compile without closing uvs, so that any errors could be tested
against previous versions of the files. unfortunately uvs doesn't
seem to provide a function for putting all files to a certain
date, one has to go through each individual file for that. just
my own experience, not really a howto for uvs...

now I have no access to uvs, so I cannot say anything useful...

Subject: Re: Upp 710-dev1 released
Posted by mdelfede on Mon, 29 Oct 2007 20:56:30 GMT
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piotr5 wrote on Mon, 29 October 2007 17:11just my 2 cents to the linux-discussion:

as I said in a previous release-thread, for linux the debug-version
does only work with the memory-checks turned off.....

That's fixed in current devel
Quote:

..... unfortunately uvs doesn't seem to provide a function for putting all files to a certain date, one has to go through each individual file for that. just my own experience, not really a howto for uvs...

That's the big defect I find too on Uvs... no way (AFAIK) to make a snapshot at a certain date (besides of a per-file mode), so it's quite useless for regression tests.

@mirek : what about more frequent svn updates ? You could do it with a 4-5 lines script on your uvs server plus a cron job that does it nightly... That woult be a plus for users that want to test daily releases without loading too much your server.

Ciao

Max

Subject: Re: Upp 710-dev1 released
Posted by Alex on Wed, 31 Oct 2007 21:01:48 GMT
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luzr wrote on Sun, 14 October 2007 10:45cbpporter wrote on Sat, 13 October 2007 14:23I press run (F5), application runs, I close application and I have a brand new tab with the content of Callback.h.

Unable to reproduce. Can you provide more details please?

Is it observed with some of examples? Debug mode? Using debugger?

Mirek

Hi,
I have same effect.
In various versions of my program, various file-tabs are opened.
Have tested some other apps from upp, most of then nothing happens. But in ImageEncoders (reference) with MSC8 opens allways ctrl.cpp and with MSC71 opens allways CtrlDraw.cpp.
Certainly nothing dangerous but strangely,

Alex

Subject: Re: Upp 710-dev1 released
Posted by piotr5 on Mon, 05 Nov 2007 17:23:45 GMT
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just for the record, the last svn-version I tried did show
the "writing to freed memory" message, even on windows, and
naturally again changing the magical number in freefill() and
freecheck() to zero did get rid of this critical error-message.

as for uvs, I guess it's less work to implement a new
context-menu option for downgrading all files to a particular
version than to write good svn-updating cron-job which does
actually work together with uvs automatically. also, in the
context of this particular project, a weekly update isn't
as big as to corrupt the built whenever downgrading some
particular file, in my experience. but my experience is very
limited though. I just don't like going online whenever I
have some regression-testing to do...