Subject: bugs in beta1
Posted by aftershock on Sat, 17 May 2008 18:23:15 GMT
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Hi!

I think I found couple of bugs.
Bug 1.
I selected the menu create makefile.
The makefile created was made for "c++" compiler while my current compiler was CL.
Bug 2.
It tried to compile addressbook example with msvc8 but the C++ compiler crashed when compiling the richtext control or similar.
I know it is Microsoft bug but just I wonder if you could change
the code so it compile it.
I tried mscv9 with the same result.
(I am on Windows XP)

Could someone acknowledge that you acknowledge this error and you will fix it?

Regards

Aftershock

Subject: Re: bugs in beta1
Posted by mirek on Fri, 23 May 2008 07:40:32 GMT
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aftershock wrote on Sat, 17 May 2008 14:23Hi!

I think I found couple of bugs.
Bug 1.
I selected the menu create makefile.
The makefile created was made for "c++" compiler while my current compiler was CL.

Well, these makefiles are rather "raw material" expected to be fixed.... OTOH, c++ vs cl is perhaps something to fix.

Quote:
Bug 2.
It tried to compile addressbook example with msvc8 but the C++ compiler crashed when compiling the richtext control or similar.

I know it is Microsoft bug but just I wonder if you could change
the code so it compile it.
I tried mscv9 with the same result.
(I am on Windows XP)

I bet you had "RELEASE" with "BLITZ". It is well known problem. And it is quite harmless, because this combination leads to long final .exe anyway. BLITZ is for debugging, not for releasing...

Mirek

Subject: Re: bugs in beta1
Posted by mdelfede on Fri, 23 May 2008 09:56:51 GMT
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luzr wrote on Fri, 23 May 2008 09:40

I bet you had "RELEASE" with "BLITZ". It is well known problem. And it is quite harmless, because this combination leads to long final .exe anyway. BLITZ is for debugging, not for releasing...

Mirek

Hemmmm.. in debian SVN builds I always use blitz to spare time... and the resulting exe is ok both in length and in speed.
Is it a windows problem only ?

Max

Subject: Re: bugs in beta1
Posted by aftershock on Sun, 25 May 2008 10:37:59 GMT
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It may be because I encountered this with the Microsoft compilers only.

Subject: Re: bugs in beta1
Posted by mirek on Tue, 03 Jun 2008 17:57:15 GMT
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mdelfede wrote on Fri, 23 May 2008 05:56luzr wrote on Fri, 23 May 2008 09:40

I bet you had "RELEASE" with "BLITZ". It is well known problem. And it is quite harmless, because this combination leads to long final .exe anyway. BLITZ is for debugging, not for releasing...

Mirek

Hemmmm.. in debian SVN builds I always use blitz to spare time... and the resulting exe is ok both in length and in speed.
Is it a windows problem only ?

Max

In GCC there seems to be no problem, except the binary size.

Please try nonBLITZ release build and compare the size with BLITZ build.

Mirek
