Subject: Added SVN Library
Posted by mdelfede on Sun, 15 Jun 2008 00:57:18 GMT
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Well, just a pre-release, many stuffs are missing but it's already usable.
I added a small application to test it, it just fetches a folder from upp svn three, allows to list it, change files, look at status, look at repository log, reconnect to folder, wipe it.

Can be used freely, it doesn't write back to upp repository (and, it CAN'T !).
No docs for the moment, but source overcommented as usual

Bazaar/SvnLib for the library
Bazaar/SvnTest for the test application.

Ciao

Max

Subject: Re: Added SVN Library
Posted by tojocky on Tue, 17 Jun 2008 11:23:47 GMT
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Error on build SVNTest (win32 XP with MSC8 optimal):

Quote:----- SvnLib (GUI GCC WIN32) (2 / 11)
SvnLib.cpp
In file included from D:\upp\svn\trunk\bazaar\SvnLib\SvnLib.cpp:3:
D:\upp\svn\trunk\bazaar\SvnLib\/SvnLib.h:125: error: 'ulong' does not name a type
D:\upp\svn\trunk\bazaar\SvnLib\/SvnLib.h:129: error: 'ulong' does not name a type
D:\upp\svn\trunk\bazaar\SvnLib\/SvnLib.h:194: error: 'ulong' does not name a type
D:\upp\svn\trunk\bazaar\SvnLib\/SvnLib.h:197: error: 'ulong' does not name a type
D:\upp\svn\trunk\bazaar\SvnLib\SvnLib.cpp: In member function 'void Upp::Svn::Init()':
D:\upp\svn\trunk\bazaar\SvnLib\SvnLib.cpp:195: error: 'FCheckedRevision' was not declared in this scope
D:\upp\svn\trunk\bazaar\SvnLib\SvnLib.cpp:198: error: 'FHeadRevision' was not declared in this scope
D:\upp\svn\trunk\bazaar\SvnLib\SvnLib.cpp: In member function 'Upp::Svn::Errors Upp::Svn::Connect(const Upp::String&)':
D:\upp\svn\trunk\bazaar\SvnLib\SvnLib.cpp:484: error: 'FCheckedRevision' was not declared in this scope
D:\upp\svn\trunk\bazaar\SvnLib\SvnLib.cpp:499: error: 'FHeadRevision' was not declared in this scope
D:\upp\svn\trunk\bazaar\SvnLib\SvnLib.cpp: In member function 'Upp::Svn::Errors Upp::Svn::Update(const Upp::String&)':
D:\upp\svn\trunk\bazaar\SvnLib\SvnLib.cpp:600: error: 'FCheckedRevision' was not declared in this scope

SvnLib: 1 file(s) built in (0:01.25), 1250 msecs / file, duration = 1266 msecs, parallelization 0%

There were errors. (1:32.29)

Subject: Re: Added SVN Library
Posted by mdelfede on Tue, 17 Jun 2008 16:31:10 GMT
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uhmmm... I guess it's time I setup a machine with windows upp....

Max

Subject: Re: Added SVN Library
Posted by cocob on Tue, 17 Jun 2008 16:41:28 GMT
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use virtualbox

Subject: Re: Added SVN Library
Posted by mdelfede on Tue, 17 Jun 2008 19:32:50 GMT
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Should be fixed... in MSC8 'ulong' is not defined, so changed with long.
Please test and give feedback !

Ciao

Max

Subject: Re: Added SVN Library
Posted by Oblivion on Tue, 17 Jun 2008 20:13:56 GMT
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Great job!.

SvnLib compiles successfully on MinGW, but it fails to compile on MSVC9.0 with the following error:

Quote:
----- CtrlLib (GUI MSC9 DEBUG DEBUG_FULL BLITZ WIN32 MSC) (1 / 11)
----- SvnLib (GUI MSC9 DEBUG DEBUG_FULL BLITZ WIN32 MSC) (2 / 11)

SvnLib.cpp
c:\myapps\svnlib\svnlib.cpp(867) : error C4716: 'Upp::Svn::UpdateInfo' : must return a value
SvnLib: 1 file(s) built in (0:05.68), 5687 msecs / file, duration = 5703 msecs

There were errors. (0:05.84)

In SvnLib.cpp,

// updates info from current repository
Svn::Errors Svn::UpdateInfo(void)
{

} // END Svn::UpdateInfo()

Should return an error code. I'm suprised that the ever-complaining MinGW did not give any errors, not even a warning.

Subject: Re: Added SVN Library
Posted by mdelfede on Tue, 17 Jun 2008 22:32:20 GMT
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Oblivion wrote on Tue, 17 June 2008 22:13Great job!.

SvnLib compiles successfully on MinGW, but it fails to compile on MSVC9.0 with the following error:

Quote:
----- CtrlLib (GUI MSC9 DEBUG DEBUG_FULL BLITZ WIN32 MSC) (1 / 11)
----- SvnLib (GUI MSC9 DEBUG DEBUG_FULL BLITZ WIN32 MSC) (2 / 11)
SvnLib.cpp
c:\myapps\svnlib\svnlib.cpp(867) : error C4716: 'Upp::Svn::UpdateInfo' : must return a value
SvnLib: 1 file(s) built in (0:05.68), 5687 msecs / file, duration = 5703 msecs

There were errors. (0:05.84)

In SvnLib.cpp,

// updates info from current repository
Svn::Errors Svn::UpdateInfo(void)
{

} // END Svn::UpdateInfo()

Should return an error code. I'm suprised that the ever-complaining MinGW did not give any errors, not even a warning.

Well, well... It's not complete !
I'd like to know if demo app works on windows too, by now... Just tested on Linux
I still must extend the class to manage tags/branches in some easy way, as other important stuffs.
By now the demo just allow to connect to upp (small part) of svn repo and do checkout/logs on it...
If all is ok, I'll continue it.
BTW, for the error above, just add

return Svn::Ok;

to function, it's just a stub by now.

Thanx for testing !

Max

Subject: Re: Added SVN Library
Posted by Oblivion on Wed, 18 Jun 2008 09:07:18 GMT
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There is another error on windows. The assertion fails in MSVC9.0. And on MinGW, test app gives "SVN::Unknown error".

This error occurs after any attempt to "connect" or "checkout". I've traced the process and marked the point where it gives the error, though I didn't have the time to examine the situation. But hopefully it should give you a clue.

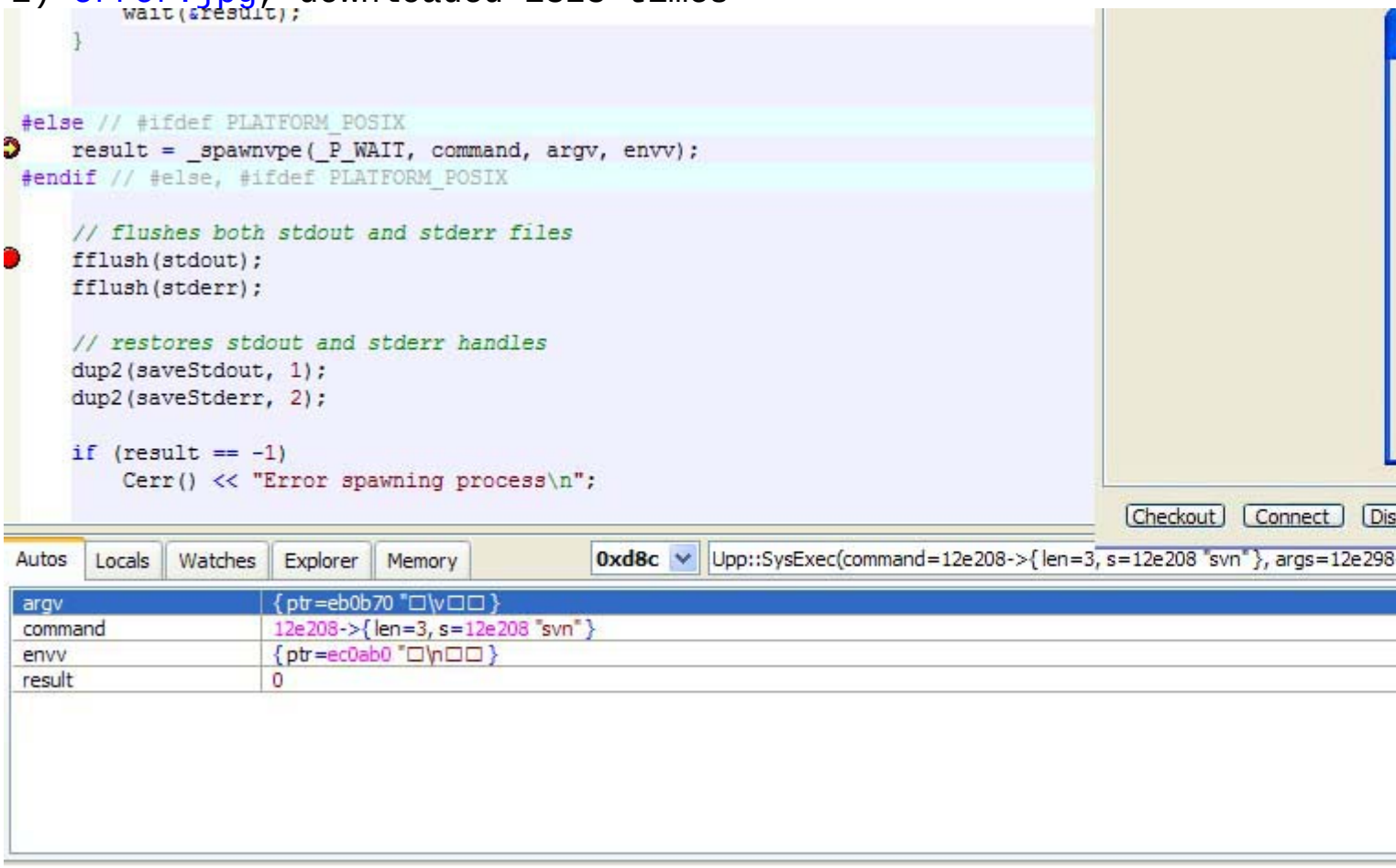
In SysExec.cpp (line 235):

I guess (only a guess) the error is probably due to a parsing issue.

Regards.

File Attachments

1) error.jpg, downloaded 1323 times



Subject: Re: Added SVN Library
Posted by mdelfede on Wed, 18 Jun 2008 12:28:47 GMT
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Do you have command line svn.exe installed and inside path ?

Max

Subject: Re: Added SVN Library
Posted by Oblivion on Wed, 18 Jun 2008 13:08:43 GMT
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Oops, sorry I forgot to reinstall the command line svn. Now It's ok.

Subject: Re: Added SVN Library
Posted by tojocky on Wed, 18 Jun 2008 14:03:04 GMT
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Will be great to detect if command line is installed or not, and do not crashing application!

Subject: Re: Added SVN Library
Posted by mdelfede on Wed, 18 Jun 2008 14:26:23 GMT
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tojocky wrote on Wed, 18 June 2008 16:03Will be great to detect if command line is installed or not, and do not crashing application!

uhmmmm... which part of the phrase "Well, just a pre-release, many stuffs are missing but it's already usable" was not clear ?

It's just a stuff for testing, not complete at all... I was interested mainly to see if we've got problems on windows version, as I couldn't test the 'spawnvpe' stuffs that are quite different from linux.

BTW, on next days I'll finish it.

Ciao

Max

Subject: Re: Added SVN Library
Posted by mdelfede on Wed, 18 Jun 2008 14:27:30 GMT
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Oblivion wrote on Wed, 18 June 2008 15:08 Oops, sorry I forgot to reinstall the command line svn. Now It's ok.

Perfect ! So now that the platform-dependent stuff appears to work, I can complete it
Thanx very much for testing !

Max