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Subject: SVN UPP Issue (Linux 64bit)  
Posted by [PhanLord](#) on Fri, 27 Jun 2008 23:48:34 GMT  
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I just compiled UPP from SVN on Linux 64bit (Gentoo)  
(using modified make files i found in forums  
[using pkg-config instead of hardcoded values] )

So everything compiled fine (one could claim  
however when i start ide, all text is just set of lines.

has anyone else experienced the same ?

(BTW im running ide directly from out folder)

Edit:  
Added ScreenShot

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#### File Attachments

1) [snapshot1.png](#), downloaded 398 times

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Subject: Re: SVN UPP Issue (Linux 64bit)  
Posted by [mirek](#) on Sat, 28 Jun 2008 14:47:22 GMT  
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Interesting.

Seems like font problem. Font handling is in Draw/DrawTextXft.

Perhaps adding some LOGs there would reveal the problem.

Mirek

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Subject: Re: SVN UPP Issue (Linux 64bit)  
Posted by [PhanLord](#) on Thu, 10 Jul 2008 01:54:30 GMT  
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unfortunately im unable to build upp now  
(i tryed SVN version)

i tried rc1(X86) and rc2(amd64) prebuild binaries from debian  
but no luck same results.

EDIT:

Ok i know what is the problem now  
font

if i select  
ClearlyU PUA font with size 9  
i see that crazy stuff in theide.  
same font just different size (10) and everything works fine  
(this is running debian package)

will try to build theide now so i can debug rendering and see what exactly is going on here

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Subject: Re: SVN UPP Issue (Linux 64bit)  
Posted by [phirox](#) on Thu, 10 Jul 2008 12:16:22 GMT  
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In the latest svn the following line has been changed in Draw/DrawTextXft.cpp:

```
FcFontSet *fs = XftListFonts(Xdisplay, Xscreenno, (void *)0, XFT_FAMILY, XFT_SCALABLE,  
(void *)0);
```

Removing the first (void \*) 0. This is incorrect and makes a fresh build segfault on my system.

As from the Xft manual:

Quote:[XftListFonts takes as argument] ... first an XftPattern description as used by  
XftPatternBuild followed by a null char pointer and then a list of element names as used by  
XftObjectSetBuild followed by another null char pointer.

I recommend to just put back the old line.

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Subject: Re: SVN UPP Issue (Linux 64bit)  
Posted by [mirek](#) on Fri, 11 Jul 2008 09:19:25 GMT  
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phirox wrote on Thu, 10 July 2008 08:16In the latest svn the following line has been changed in  
Draw/DrawTextXft.cpp:

```
FcFontSet *fs = XftListFonts(Xdisplay, Xscreenno, (void *)0, XFT_FAMILY, XFT_SCALABLE,  
(void *)0);
```

Removing the first (void \*) 0. This is incorrect and makes a fresh build segfault on my system.

As from the Xft manual:

Quote:[XftListFonts takes as argument] ... first an XftPattern description as used by XftPatternBuild followed by a null char pointer and then a list of element names as used by XftObjectSetBuild followed by another null char pointer.

I recommend to just put back the old line.

Interesting, in my actual sources there are still both (void \*)NULL.

Also, in SVN:

<http://upp.svn.sourceforge.net/viewvc/upp/trunk/uppsrc/Draw/DrawTextXft.cpp?revision=306&view=markup>

I am confused.

Mirek

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Subject: Re: SVN UPP Issue (Linux 64bit)  
Posted by [phirox](#) on Fri, 11 Jul 2008 09:52:52 GMT  
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Ok the problem seems to be local. I have updated the svn tree several times, and the file just remained the same. So I decided to remove the file, and then it restored the correct latest version.

Bug with subversion I guess(or with my local .svn cache or something)

So the problem I mentioned must be invalid/old, thanks anyway

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Subject: Re: SVN UPP Issue (Linux 64bit)  
Posted by [mirek](#) on Fri, 11 Jul 2008 10:06:45 GMT  
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phirox wrote on Fri, 11 July 2008 05:52  
Bug with subversion

Do not scare me, after finally deciding to move to svn...

Mirek