
Subject: Nightly builds

Posted by [mirek](#) on Wed, 18 Mar 2009 10:32:34 GMT

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Starting today, there should be nightly builds available here:

<http://code.google.com/p/upp-mirror/downloads/list>

For now, there is win32 build and rudimentary src build. I hope to extend and improve the portfolio soon

Mirek

Subject: Re: Nightly builds

Posted by [tojocky](#) on Wed, 18 Mar 2009 10:57:08 GMT

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luzr wrote on Wed, 18 March 2009 12:32Starting today, there should be nightly builds available here:

<http://code.google.com/p/upp-mirror/downloads/list>

For now, there is win32 build and rudimentary src build. I hope to extend and improve the portfolio soon

Mirek

How about <http://ultimatepp.org/svnbuilds/> ?

Subject: Re: Nightly builds

Posted by [mirek](#) on Wed, 18 Mar 2009 11:07:58 GMT

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tojocky wrote on Wed, 18 March 2009 06:57luzr wrote on Wed, 18 March 2009 12:32Starting today, there should be nightly builds available here:

<http://code.google.com/p/upp-mirror/downloads/list>

For now, there is win32 build and rudimentary src build. I hope to extend and improve the portfolio soon

Mirek

How about <http://ultimatepp.org/svnbuilds/> ?

I think googlecode hosting is a better option. This all is work in progress, I hope to add .deb builds later to automated system.

Mirek

Subject: Re: Nightly builds

Posted by [sergeynikitin](#) on Thu, 19 Mar 2009 06:03:46 GMT

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Which version of win32 version posted on the google - MINGW with or without?

I suggest this is reflected in the title of the downloadable file.

Subject: Re: Nightly builds

Posted by [mirek](#) on Thu, 19 Mar 2009 06:41:11 GMT

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sergeynikitin wrote on Thu, 19 March 2009 02:03 Which version of win32 version posted on the google - MINGW with or without?

I suggest this is reflected in the title of the downloadable file.

In fact, I consider canceling Mingw version (though not U++'s ability to use mingw).

I think that providing mingw with U++ causes more trouble than gains...

Mirek

Subject: Re: Nightly builds

Posted by [koldo](#) on Fri, 27 Mar 2009 22:44:55 GMT

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Thank you luzr

For me that is good as I can update U++ in a system where is not possible for me to use svn.

About MinGW, I think it is good to maintain it in the Windows package as it lets you run the system immediately.

Installing MSC is very automated but more difficult as it is a very big package to download and I have always had to finish installing it in Thelde by hand.

Best regards
Koldo

Subject: Re: Nightly builds

Posted by [mirek](#) on Sat, 28 Mar 2009 07:09:21 GMT

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koldo wrote on Fri, 27 March 2009 18:44

Installing MSC is very automated but more difficult as it is a very big package to download and I have always had to finish installing it in Thelde by hand.

Then we should fix this, right?

Mirek

Subject: Re: Nightly builds

Posted by [cocob](#) on Sat, 28 Mar 2009 10:36:11 GMT

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for your information, nightly build packaged can't be use on my windows vista laptop. It says that dbghelp.dll is not a valid win32 library.

By the way, think maintaining version with mingw is very important too.

Subject: Re: Nightly builds

Posted by [mirek](#) on Sat, 28 Mar 2009 16:17:44 GMT

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cocob wrote on Sat, 28 March 2009 06:36for your information, nightly build packaged can't be use on my windows vista laptop. It says that dbghelp.dll is not a valid win32 library.

More info please. 64 or 32 bit Vista?

You could/should also try to replace dbghelp.dll with file from SDK.

Mirek

P.S.: This is exactly why I think nightly builds are so important - to catch issues asap...

Subject: Re: Nightly builds

Posted by [mirek](#) on Sat, 28 Mar 2009 18:08:37 GMT

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cocob wrote on Sat, 28 March 2009 06:36for your information, nightly build packaged can't be use

on my windows vista laptop. It says that dbghelp.dll is not a valid win32 library.

By the way, think maintaining version with mingw is very important too.

OK, it does not work in my XP either

I only wonder why nobody reported the problem yet?

Mirek

Subject: Re: Nightly builds

Posted by [mirek](#) on Sat, 28 Mar 2009 18:20:47 GMT

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luzr wrote on Sat, 28 March 2009 14:08cocob wrote on Sat, 28 March 2009 06:36for your information, nightly build packaged can't be use on my windows vista laptop. It says that dbghelp.dll is not a valid win32 library.

By the way, think maintaining version with mingw is very important too.

OK, it does not work in my XP either

I only wonder why nobody reported the problem yet?

Mirek

Problem identified (these files were simply missing), rerunning the release.

What makes me sad is that this bug was there for a long time apparently and theide could not run with it...

So many downloads and nobody noticed?

Mirek

Subject: Re: Nightly builds

Posted by [koldo](#) on Sat, 28 Mar 2009 23:14:49 GMT

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Hello luzr

I use svn builds that update with svn and I have never found that problem.

Best regards
Koldo

Subject: Re: Nightly builds

Posted by [kasome](#) on Sat, 11 Apr 2009 23:37:01 GMT

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I have noticed this problem too(at first version). But I just simply(or lazily) copy the dll file (e.g. dbghelp.dll) from mdelfede's BUILD (e.g. http://www.ultimatepp.org/svnbuilds/upp-svn_mingw SVN.95 1_i386.exe), and it works on my win32 Windows XP. so,....

I guess many people do the same thing as me.

Subject: Re: Nightly builds

Posted by [bonami](#) on Mon, 20 Apr 2009 05:13:12 GMT

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upp-win32-1078

upp\uppsrc\Core/Core.h(141) : fatal error C1083: Cannot open include file: 'windef.h': No such file or directory

why upp's own components cannot be built?

Subject: Re: Nightly builds

Posted by [cocob](#) on Mon, 20 Apr 2009 07:07:04 GMT

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same problem, i had to add Windows Platform SDKs include directory to MSC9 build method

cocob.

Subject: Re: Nightly builds

Posted by [mirek](#) on Mon, 20 Apr 2009 08:00:09 GMT

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I have just tried and everything seems OK.

What include path you needed to add there?

In freshly installed, I have automatically added:

C:\Program Files\Microsoft SDKs\Windows\v6.1\Include

Mirek

Subject: Re: Nightly builds

Posted by [bonami](#) on Mon, 20 Apr 2009 08:30:19 GMT

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it did not auto detect MS SDK dir (only detected include dir as i remember). do i donno which dir i should configure. VS 9.0

now it's configured to be using

 microsoft visual studio 9.0\vc\include

 microsoft visual studio 9.0\vc\platformsdk\include

and corresponding lib dirs.

Subject: Re: Nightly builds

Posted by [mirek](#) on Mon, 20 Apr 2009 08:35:11 GMT

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bonami wrote on Mon, 20 April 2009 04:30it did not auto detect MS SDK dir (only detected include dir as i remember). do i donno which dir i should configure. VS 9.0

Ah, that means you have VS 9.0 installed, not Win32 SDK, right?

Well, I do not have VS 9.0.

Maybe you could try to fix the autodetection code?

It is not really complicated, it resides in ide/AutoSetup.cpp.

Mirek

Subject: Re: Nightly builds

Posted by [bonami](#) on Mon, 20 Apr 2009 09:42:04 GMT

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my SDK is in program files\microsoft sdks\windows\v6.0A

registry is InstallationFolder of HKEY_CURRENT_USER\Software\Microsoft\Microsoft SDKs\Windows\v6.0A

or CurrentInstallFolder of HKEY_CURRENT_USER\Software\Microsoft\Microsoft SDKs\Windows

but still cannot build. i'm using chinese XP.

d:\upp\uppsrc\CtrlLib\CtrlLib.t : warning C4819: The file contains a character that cannot be represented in the current code page (936). Save the file in Unicode format to prevent data loss

d:\upp\uppsrc\CtrlLib\CtrlLib.t(125) : error C2001: newline in constant

d:\upp\uppsrc\CtrlLib\CtrlLib.t(200) : error C2001: newline in constant

Subject: Re: Nightly builds

Posted by [mirek](#) on Mon, 20 Apr 2009 10:16:44 GMT

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bonami wrote on Mon, 20 April 2009 05:42my SDK is in program files\microsoft
sdks\windows\v6.0A
registry is InstallationFolder of HKEY_CURRENT_USER\Software\Microsoft\Microsoft
SDKs\Windows\v6.0A
or CurrentInstallFolder of HKEY_CURRENT_USER\Software\Microsoft\Microsoft SDKs\Windows

Well, you have old SDK. Current version is 6.1a.

Quote:

but still cannot build. i'm using chinese XP.

d:\upp\uppsrc\CtrlLib\CtrlLib.t : warning C4819: The file contains a character that cannot be
represented in the current code page (936). Save the file in Unicode format to prevent data loss
d:\upp\uppsrc\CtrlLib\CtrlLib.t(125) : error C2001: newline in constant
d:\upp\uppsrc\CtrlLib\CtrlLib.t(200) : error C2001: newline in constant

This is a known but stupid problem.

Quick fix is to switch your Windows to English locale.

The problem is that MSC compiler tries to interpret strings as if they had multibyte encoding. It is
most likely MSC bug.

We have

```
#pragma setlocale("C")
```

which should tell compiler not to do such thing, but it seems to be ignored...

Anyway, maybe you could try to put the pragma directly into .t file or maybe into Core/t.h.

(I do not have chinesse XP here to test).

Mirek

Subject: Re: Nightly builds

Posted by [bonami](#) on Mon, 20 Apr 2009 10:22:11 GMT

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i remember now this occurred on previous versions. and later corrected.
the pragma is already in .t and i tried to add it directly into t.h, but still failed.

Subject: Re: Nightly builds

Posted by [mirek](#) on Mon, 20 Apr 2009 10:39:26 GMT

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Corrected? Are you sure?

AFAIK, the only known fix was ever to switch XP locale...

Mirek

Subject: Re: Nightly builds

Posted by [gxl117](#) on Mon, 20 Apr 2009 16:06:17 GMT

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I fixed AutoSetup.cpp.

At 221 line have a conditional variable error:

if(IsNull(sdk9))

That should is:

if(IsNull(sdk))

recompile Theide, MSC9 automatic setup is correct.

Subject: Re: Nightly builds

Posted by [mirek](#) on Mon, 20 Apr 2009 16:10:03 GMT

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gxl117 wrote on Mon, 20 April 2009 12:06I fixed AutoSetup.cpp.

At 221 line have a conditional variable error:

if(IsNull(sdk9))

That should is:

if(IsNull(sdk))

recompile Theide, MSC9 automatic setup is correct.

Thanks a lot.

Mirek

Subject: Re: Nightly builds

Posted by [bonami](#) on Tue, 21 Apr 2009 03:31:10 GMT

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i probably remembered wrong.

but don't have XP CD, so cannot switch to english codepage as default now.

Subject: Re: Nightly builds

Posted by [gxl117](#) on Tue, 21 Apr 2009 04:55:21 GMT

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That's simple. You don't need reinstall XP to English, just to do:

All thing OK! But some Chinese application might have messy code.

File Attachments

1) [MSC9.jpg](#), downloaded 938 times

Subject: Re: Nightly builds

Posted by [bonami](#) on Wed, 22 Apr 2009 02:50:55 GMT

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My system is PE version. I guess that's why changing default code page needs XP CD. I did not try to reinstall XP.

Subject: Re: Nightly builds

Posted by [gxl117](#) on Wed, 22 Apr 2009 04:35:53 GMT

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I have solve that problem, you don't need change XP codepage. just to replace "CtrlLib.t RichEdit.t Core.t" file by the attachment file.

File Attachments

1) [T.zip](#), downloaded 318 times

Subject: Re: Nightly builds

Posted by [mirek](#) on Wed, 22 Apr 2009 06:57:24 GMT

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gxl117 wrote on Wed, 22 April 2009 00:35 I have solve that problem, you don't need change XP codepage. just to replace "CtrlLib.t RichEdit.t Core.t" file by the attachment file.

What is the difference? (In files).

Mirek

Subject: Re: Nightly builds

Posted by [gxl117](#) on Wed, 22 Apr 2009 07:30:35 GMT

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I simply add a space to some multibyte character string end of line.
for example:

zhCN("some chinese")

Change to

zhCN("some chinese ")

I know that not a "true" resolvent, but it work.

Subject: Re: Nightly builds

Posted by [mirek](#) on Wed, 22 Apr 2009 09:43:23 GMT

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gxl117 wrote on Wed, 22 April 2009 03:30I simply add a space to some multibyte character string end of line.

for example:

zhCN("some chinese")

Change to

zhCN("some chinese ")

I know that not a "true" resolvent, but it work.

Well, indeed. It is good to know, but it is not a fix

Mirek

Subject: Re: Nightly builds

Posted by [lectus](#) on Fri, 29 May 2009 19:30:27 GMT

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I have a question:

Have the official stable releases stopped? Or are these nightly builds just a temporary thing?

Subject: Re: Nightly builds

Posted by [mirek](#) on Fri, 29 May 2009 22:13:20 GMT

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lectus wrote on Fri, 29 May 2009 15:30I have a question:

Have the official stable releases stopped? Or are these nightly builds just a temporary thing?

Well, the reality is that 90% of nightly builds is more stable than "stable release"... (more bugs fixed)

You can consider "announced releases" (comes approximately each 14 days) to be the equivalent of "stable release", at least for now.

Mirek

Subject: Re: Nightly builds

Posted by [iksobert](#) on Sat, 30 May 2009 02:16:19 GMT

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Quote:Well, the reality is that 90% of nightly builds is more stable than "stable release"... (more bugs fixed)

You can consider "announced releases" (comes approximately each 14 days) to be the equivalent of "stable release", at least for now.

Mirek

Ah! I have been wondering that for a while now! Thanks, Mirek!
