Subject: Another BSD patch
Posted by masu on Wed, 27 May 2009 19:11:09 GMT
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Hi,

attached is another BSD patch tried with FreeBSD and OpenBSD.

Matthias

File Attachments
1) bsd.patch, downloaded 694 times

Subject: Re: Another BSD patch
Posted by mirek on Fri, 29 May 2009 09:25:58 GMT
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I am sorry about my incompetence, but might I ask you to send just changed files (or functions) instead of patch?

Actually, if you know any good tool for Win32 capable of parsing this .patch file format, that would be a good alternative too... I have added some support to theide, but there is way too much .patch formats and does not seem to recognize this particular variant at the moment...

And manual application is way too much work and error-prone.

Mirek

Subject: Re: Another BSD patch
Posted by chickenk on Fri, 29 May 2009 10:22:35 GMT
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luzr wrote on Fri, 29 May 2009 11:25Actually, if you know any good tool for Win32 capable of parsing this .patch file format, that would be a good alternative too... I have added some support to theide, but there is way too much .patch formats and does not seem to recognize this particular variant at the moment...
http://gnuwin32.sourceforge.net/packages/patch.htm

This is the standard GNU patch ported to Windows. I believe it supports GNU syntax and BSD extensions as well... Does BSD use GNU patch by the way? I think so but I am not sure.

to apply :

cd to the directory containing uppsrc then

patch -p1 < bsd.patch
should work. I just notice that the first patch subset is in an unknown "newdraw" directory, not sure what is refers to... I suggest that masu creates another patch that can be applied to the svn trunk.

(btw svn diff is way easier to use if you are working on a local copy of repository)

regards,
Lionel

Subject: Re: Another BSD patch
Posted by masu on Fri, 29 May 2009 10:33:49 GMT
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I use GIT to checkout U++ SVN tree, that is why I generated the patch also with GIT (git diff) and it should generate (as far as I can remember a unified diff). This can then normally used directly with 'patch' command like chickenk mentioned, the format should be understood by 'patch'.

I must admit I only generated the patch and did not check, so I will do this and come up with instructions later.

The patch should be applied to 'trunk' there is also 'newdraw' which I also tested.

Matthias

Subject: Re: Another BSD patch
Posted by mirek on Fri, 29 May 2009 22:18:16 GMT
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chickenk wrote on Fri, 29 May 2009 06:22luzr wrote on Fri, 29 May 2009 11:25Actually, if you know any good tool for Win32 capable of parsing this .patch file format, that would be a good alternative too... I have added some support to theide, but there is way too much .patch formats and does not seem to recognize this particular variant at the moment...
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regards,
Lionel

Far from ideal for me: It means I will have to create the copy, apply patch, compare files, decide if patch is correct, copy changed files....

(note: svn trunk contains 'newdraw' - it is branch of Draw infrastructure being under development now, with the primary goal of separating Draw from host platform GUI)

Mirek

Subject: Re: Another BSD patch
Posted by mirek on Sun, 31 May 2009 11:36:52 GMT
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U:\upp.bak>u:\theide\patch -pl < u:\xxx\bsd.patch
u:\theide\patch: **** strip count l is not a number

OK, going to do it manually, as usual.

I know I am a looser with this one;)

Mirek

Subject: Re: Another BSD patch
Posted by mirek on Sun, 31 May 2009 11:49:48 GMT
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Applied, please check...

Mirek

Subject: Re: Another BSD patch
Posted by masu on Mon, 01 Jun 2009 21:25:51 GMT
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... patched correctly, thanks!

Next time I submit a patch I'll also give instructions on how to apply it .

Matthias

Subject: Re: Another BSD patch
Posted by masu on Thu, 04 Jun 2009 08:16:52 GMT
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Sorry I've missed a typo in uppsrc/Draw/Draw.upp, line
library(BSD) "X11 Xau Xdcmp";
should be
library(BSD) "X11 Xau Xdmcp";
Notice the exchanged letters in Xdmcp ?

Before my previous post I only tested building using newdraw.

Matthias

Subject: Re: Another BSD patch
Posted by mirek on Thu, 04 Jun 2009 17:47:23 GMT
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ok.

Mirek
