Subject: About the automated build svn U++ 1469 on WinXP of Chinese version
Posted by kasome on Mon, 03 Aug 2009 06:59:33 GMT
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After install "upp-win32-1469.exe" downloaded from
http://code.google.com/p/upp-mirror/downloads/list,
i run the theide.exe and see as the following picture

Position of some word is incorrect, and all droplist widget can't be used.

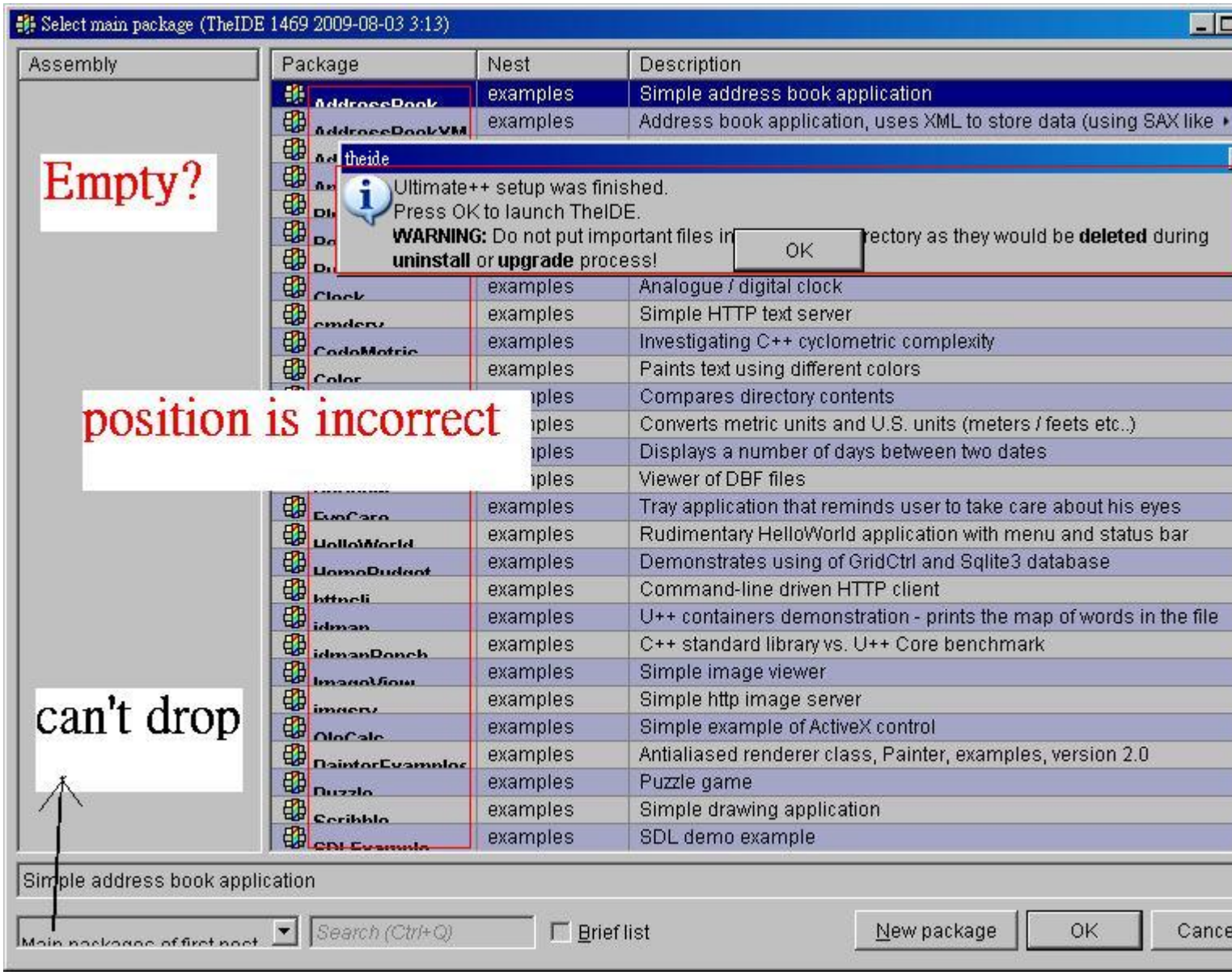
and i found the problem is happen after svn U++ 1362(e.g."upp-win32-1362.exe" works fine).
My OS is Windows XP sp2, Chinese version.

But when i install "upp-win32-1469.exe" on the Windows XP of English version, there is no such problem.

I hope someone can fix the problem.

File Attachments

1) 02.JPG, downloaded 1645 times



Subject: Re: About the automated build svn U++ 1469 on WinXP of Chinese version
Posted by mirek on Mon, 03 Aug 2009 07:37:43 GMT
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kasome wrote on Mon, 03 August 2009 02:59After install "upp-win32-1469.exe" downloaded from http://code.google.com/p/upp-mirror/downloads/list,
i run the theide.exe and see as the following picture

Position of some word is incorrect, and all droplist widget can't be used.

and i found the problem is happen after svn U++ 1362(e.g."upp-win32-1362.exe" works fine).
My OS is Windows XP sp2, Chinese version.

But when i install "upp-win32-1469.exe" on the Windows XP of English version, there is no such problem.

I hope someone can fix the problem.

Are you 100% sure that 1362 worked? A cannot see any changes in related code since, aside from removing some RLOGs in FcFont...

Mirek

Subject: Re: About the automated build svn U++ 1469 on WinXP of Chinese version
Posted by mirek on Mon, 03 Aug 2009 08:24:31 GMT
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BTW, do you have both windows version set into "Classic" mode?

Mirek

Subject: Re: About the automated build svn U++ 1469 on WinXP of Chinese version
Posted by kasome on Mon, 03 Aug 2009 11:01:11 GMT
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Thanks for replying so quickly.

I try to set "XP Style" and "Classic Style" in my WinXp of Chinese version.Here is the result.

In SVN U++ 1362, everything is fine.

But in SVN U++ 1393, something is wrong.

In WinXP of English version, there is no problem at all.
Here shows the latest SVN U++ 1469.

So there must be something change between SVN U++ 1362 and SVN U++ 1393.

Subject: Re: About the automated build svn U++ 1469 on WinXP of Chinese version
Posted by mirek on Mon, 03 Aug 2009 11:33:57 GMT

Ah, now seeing it, I have wrongly undrestood the "works fine" version (as 1462, it is 1362).

Well, that explains it. Everything has changed in font handling since then

The question is how to identify the problem...

For starters, do you think you would be able to compile latest version in 1362 and then put some LOGs in there for me?

DrawText.cpp

```
void Draw::DrawText(int x, int y, int angle, const wchar *text, Font font,
            Color ink, int n, const int *dx)
{
DUMP(font);
DUMP(font.GetAscent());
DUMP(font.GetDescent());
 if(IsNull(ink)) return;
.....
```

the in package selector, just press Cancel and send me the .log.

Mirek

Subject: Re: About the automated build svn U++ 1469 on WinXP of Chinese version
Posted by kasome on Mon, 03 Aug 2009 13:15:42 GMT

I have compiled debug version of "TheIDE main package" by U++ 1362 on the WinXP of English version, and running the result ide.exe on the WinXP of English and Chinese version respectively.

Here is the content of the log file.

Result of log file from running the ide.exe on the WinXP of English version.

* C:\1362\out\MSC8.Debug.Debug_full.Gui\ide.exe 03.08.2009 21:05:09, user: odyssey

font = <Arial:20>
font.Info().GetAscent() = 19
font.Info().GetDescent() = 4
font = <Arial:10>
font.Info().GetAscent() = 10
font.Info().GetDescent() = 3

font = <Arial:13>
font.Info().GetAscent() = 13
font.Info().GetDescent() = 3
font = <Arial:13>
font.Info().GetAscent() = 13
font.Info().GetDescent() = 3
font = <STDFONT:0>
font.Info().GetAscent() = 11
font.Info().GetDescent() = 2
font = <STDFONT:0>
font.Info().GetAscent() = 11
font.Info().GetDescent() = 2
font = <STDFONT:0>
font.Info().GetAscent() = 11
font.Info().GetDescent() = 2
font = <STDFONT:0>
font.Info().GetAscent() = 11
font.Info().GetDescent() = 2
font = <STDFONT:0>
font.Info().GetAscent() = 11
font.Info().GetDescent() = 2
font = <STDFONT:0>
font.Info().GetAscent() = 11
font.Info().GetDescent() = 2
font = <STDFONT:11 Italic>
font.Info().GetAscent() = 11
font.Info().GetDescent() = 2
font = <STDFONT:11>
font.Info().GetAscent() = 11
font.Info().GetDescent() = 2
font = <STDFONT:0>
font.Info().GetAscent() = 11
font.Info().GetDescent() = 2
font = <STDFONT:0>
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font.Info().GetDescent() = 2
font = <STDFONT:0>
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font.Info().GetAscent() = 11
font.Info().GetDescent() = 2
font = <STDFONT:0>
font.Info().GetAscent() = 11
font.Info().GetDescent() = 2
font = <STDFONT:0>
font.Info().GetAscent() = 11
font.Info().GetDescent() = 2

font = <STDFONT:0>
font.Info().GetAscent() = 11
font.Info().GetDescent() = 2
font = <STDFONT:11 Italic>
font.Info().GetAscent() = 11
font.Info().GetDescent() = 2
font = <STDFONT:11>
font.Info().GetAscent() = 11
font.Info().GetDescent() = 2
font = <STDFONT:11 Italic>
font.Info().GetAscent() = 11
font.Info().GetDescent() = 2
font = <STDFONT:11>
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font.Info().GetDescent() = 2
font = <STDFONT:11>
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font.Info().GetDescent() = 2
font = <STDFONT:11>
font.Info().GetAscent() = 11
font.Info().GetDescent() = 2
font = <STDFONT:11 Italic>
font.Info().GetAscent() = 11
font.Info().GetDescent() = 2
font = <STDFONT:11>
font.Info().GetAscent() = 11
font.Info().GetDescent() = 2
font = <STDFONT:11>
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font.Info().GetDescent() = 2
font = <STDFONT:11>
font.Info().GetAscent() = 11
font.Info().GetDescent() = 2
font = <STDFONT:11>
font.Info().GetAscent() = 11
font.Info().GetDescent() = 2

Result of log file from running the ide.exe on the WinXP of Chinese version.

* c:\1\ide.exe 03.08.2009 21:10:53, user: kasome

font = <Arial:20>
font.Info().GetAscent() = 19
font.Info().GetDescent() = 4
font = <Arial:10>
font.Info().GetAscent() = 10
font.Info().GetDescent() = 3
font = <Arial:13>
font.Info().GetAscent() = 13
font.Info().GetDescent() = 3
font = <Arial:13>
font.Info().GetAscent() = 13
font.Info().GetDescent() = 3
font = <STDFONT:0>
font.Info().GetAscent() = 12
font.Info().GetDescent() = 3
font = <STDFONT:0>
font.Info().GetAscent() = 12
font.Info().GetDescent() = 3
font = <STDFONT:0>
font.Info().GetAscent() = 12
font.Info().GetDescent() = 3
font = <STDFONT:0>
font.Info().GetAscent() = 12
font.Info().GetDescent() = 3
font = <STDFONT:0>
font.Info().GetAscent() = 12
font.Info().GetDescent() = 3
font = <STDFONT:0>
font.Info().GetAscent() = 12
font.Info().GetDescent() = 3
font = <STDFONT:0>
font.Info().GetAscent() = 12
font.Info().GetDescent() = 3
font = <STDFONT:12 Italic>
font.Info().GetAscent() = 12
font.Info().GetDescent() = 3
font = <STDFONT:12>
font.Info().GetAscent() = 12
font.Info().GetDescent() = 3
font = <STDFONT:12>
font.Info().GetAscent() = 12
font.Info().GetDescent() = 3

font = <STDFONT:12 Underline>
font.Info().GetAscent() = 12
font.Info().GetDescent() = 3
font = <STDFONT:12>
font.Info().GetAscent() = 12
font.Info().GetDescent() = 3
font = <STDFONT:12>
font.Info().GetAscent() = 12
font.Info().GetDescent() = 3
font = <STDFONT:12 Underline>
font.Info().GetAscent() = 12
font.Info().GetDescent() = 3
font = <STDFONT:12>
font.Info().GetAscent() = 12
font.Info().GetDescent() = 3
font = <STDFONT:12>
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font.Info().GetDescent() = 3
font = <STDFONT:12>
font.Info().GetAscent() = 12
font.Info().GetDescent() = 3
font = <STDFONT:12 Italic>
font.Info().GetAscent() = 12
font.Info().GetDescent() = 3
font = <STDFONT:12>
font.Info().GetAscent() = 12
font.Info().GetDescent() = 3
font = <STDFONT:12 Underline>
font.Info().GetAscent() = 12
font.Info().GetDescent() = 3
font = <STDFONT:12>
font.Info().GetAscent() = 12
font.Info().GetDescent() = 3
font = <STDFONT:12>
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font.Info().GetDescent() = 3
font = <STDFONT:12>
font.Info().GetAscent() = 12
font.Info().GetDescent() = 3
font = <STDFONT:12 Underline>
font.Info().GetAscent() = 12
font.Info().GetDescent() = 3

font = <STDFONT:12>
font.Info().GetAscent() = 12
font.Info().GetDescent() = 3
font = <STDFONT:12 Italic>
font.Info().GetAscent() = 12
font.Info().GetDescent() = 3
font = <STDFONT:12>
font.Info().GetAscent() = 12
font.Info().GetDescent() = 3
font = <STDFONT:12>
font.Info().GetAscent() = 12
font.Info().GetDescent() = 3
font = <STDFONT:12>
font.Info().GetAscent() = 12
font.Info().GetDescent() = 3

If i make something wrong, please let me know.

File Attachments

1) log.rar, downloaded 540 times

Subject: Re: About the automated build svn U++ 1469 on WinXP of Chinese version
Posted by mirek on Mon, 03 Aug 2009 15:48:06 GMT
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OK, that seems to be about right...

Let us try this:

```
struct PackageDisplay : Display {
 Font fnt;

 virtual Size GetStdSize(const Value& q) const {
  Size sz = GetTextSize(String(q), fnt);
  sz.cx += 20;
  sz.cy = max(sz.cy, 16);
  DUMP(sz.cy);
  return sz;
 }

 virtual void Paint(Draw& w, const Rect& r, const Value& q, Color ink, Color paper, dword style)
const {
```

```
  w.DrawRect(r, paper);
  w.DrawImage(r.left, r.top + (r.Height() - 16) / 2, IdeImg::Package());
  w.DrawText(r.left + 20, r.top + (r.Height() - Draw::GetStdFontCy()) / 2, String(q), fnt, ink);
  LOG(String(q) << " " << fnt);
  DUMP(Draw::GetStdFontCy());
  DUMP(r.top + (r.Height() - Draw::GetStdFontCy()) / 2);
  DUMP(fnt.GetAscent());
  DUMP(fnt.GetDescent());
 }

 PackageDisplay() { fnt = StdFont(); }
};
```

Thanks,

Mirek

Subject: Re: About the automated build svn U++ 1469 on WinXP of Chinese version
Posted by kasome on Mon, 03 Aug 2009 17:52:20 GMT
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OK, i have compiled ide.exe from different svn u++ version.
And i will run these "ide.exe" on WinXP of Chinese and English version, respectively.
I hope that will help.

a. svn u++ 1362 on WinXP of English version.(correct)

Here is the log file.

* C:\Test\Run\1362\ide.exe 04.08.2009 01:42:52, user: odyssey

font = <Arial:20>
font.Info().GetAscent() = 19
font.Info().GetDescent() = 4
font = <Arial:10>
font.Info().GetAscent() = 10
font.Info().GetDescent() = 3
font = <Arial:13>
font.Info().GetAscent() = 13
font.Info().GetDescent() = 3
font = <Arial:13>
font.Info().GetAscent() = 13
font.Info().GetDescent() = 3
font = <STDFONT:0>
font.Info().GetAscent() = 11

font.Info().GetDescent() = 2
font = <STDFONT:0>
font.Info().GetAscent() = 11
font.Info().GetDescent() = 2
font = <STDFONT:0>
font.Info().GetAscent() = 11
font.Info().GetDescent() = 2
font = <STDFONT:11 Bold>
font.Info().GetAscent() = 11
font.Info().GetDescent() = 2
AddressBook <STDFONT:11 Bold>
Draw::GetStdFontCy() = 13
r.top + (r.Height() - Draw::GetStdFontCy()) / 2 = 1
fnt.Info().GetAscent() = 11
fnt.Info().GetDescent() = 2
font = <STDFONT:11 Bold>
font.Info().GetAscent() = 11
font.Info().GetDescent() = 2
AddressBookXML <STDFONT:11 Bold>
Draw::GetStdFontCy() = 13
r.top + (r.Height() - Draw::GetStdFontCy()) / 2 = 18
fnt.Info().GetAscent() = 11
fnt.Info().GetDescent() = 2
font = <STDFONT:11 Bold>
font.Info().GetAscent() = 11
font.Info().GetDescent() = 2
AddressBookXML2 <STDFONT:11 Bold>
Draw::GetStdFontCy() = 13
r.top + (r.Height() - Draw::GetStdFontCy()) / 2 = 35
fnt.Info().GetAscent() = 11
fnt.Info().GetDescent() = 2
font = <STDFONT:11 Bold>
font.Info().GetAscent() = 11
font.Info().GetDescent() = 2
AnimatedHello <STDFONT:11 Bold>
Draw::GetStdFontCy() = 13
r.top + (r.Height() - Draw::GetStdFontCy()) / 2 = 52
fnt.Info().GetAscent() = 11
fnt.Info().GetDescent() = 2
font = <STDFONT:11>
font.Info().GetAscent() = 11
font.Info().GetDescent() = 2
font = <STDFONT:11>
font.Info().GetAscent() = 11
font.Info().GetDescent() = 2
font = <STDFONT:0>
font.Info().GetAscent() = 11
font.Info().GetDescent() = 2

font = <STDFONT:0>
font.Info().GetAscent() = 11
font.Info().GetDescent() = 2
font = <STDFONT:0>
font.Info().GetAscent() = 11
font.Info().GetDescent() = 2
font = <STDFONT:0>
font.Info().GetAscent() = 11
font.Info().GetDescent() = 2
font = <STDFONT:11>
font.Info().GetAscent() = 11
font.Info().GetDescent() = 2
font = <STDFONT:11>
font.Info().GetAscent() = 11
font.Info().GetDescent() = 2
font = <STDFONT:11 Italic>
font.Info().GetAscent() = 11
font.Info().GetDescent() = 2
font = <STDFONT:11>
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font = <STDFONT:11>
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font.Info().GetDescent() = 2
font = <STDFONT:11>
font.Info().GetAscent() = 11
font.Info().GetDescent() = 2
font = <STDFONT:11 Bold>
font.Info().GetAscent() = 11
font.Info().GetDescent() = 2
AddressBook <STDFONT:11 Bold>
Draw::GetStdFontCy() = 13
r.top + (r.Height() - Draw::GetStdFontCy()) / 2 = 1
fnt.Info().GetAscent() = 11
fnt.Info().GetDescent() = 2
font = <STDFONT:11>

font.Info().GetAscent() = 11
font.Info().GetDescent() = 2
font = <STDFONT:11>
font.Info().GetAscent() = 11
font.Info().GetDescent() = 2
font = <STDFONT:11 Bold>
font.Info().GetAscent() = 11
font.Info().GetDescent() = 2
AddressBookXML <STDFONT:11 Bold>
Draw::GetStdFontCy() = 13
r.top + (r.Height() - Draw::GetStdFontCy()) / 2 = 18
fnt.Info().GetAscent() = 11
fnt.Info().GetDescent() = 2
font = <STDFONT:11>
font.Info().GetAscent() = 11
font.Info().GetDescent() = 2
font = <STDFONT:11>
font.Info().GetAscent() = 11
font.Info().GetDescent() = 2
font = <STDFONT:11 Bold>
font.Info().GetAscent() = 11
font.Info().GetDescent() = 2
AddressBookXML2 <STDFONT:11 Bold>
Draw::GetStdFontCy() = 13
r.top + (r.Height() - Draw::GetStdFontCy()) / 2 = 35
fnt.Info().GetAscent() = 11
fnt.Info().GetDescent() = 2
font = <STDFONT:11>
font.Info().GetAscent() = 11
font.Info().GetDescent() = 2
font = <STDFONT:11>
font.Info().GetAscent() = 11
font.Info().GetDescent() = 2
font = <STDFONT:11 Bold>
font.Info().GetAscent() = 11
font.Info().GetDescent() = 2
AnimatedHello <STDFONT:11 Bold>
Draw::GetStdFontCy() = 13
r.top + (r.Height() - Draw::GetStdFontCy()) / 2 = 52
fnt.Info().GetAscent() = 11
fnt.Info().GetDescent() = 2
font = <STDFONT:11>
font.Info().GetAscent() = 11
font.Info().GetDescent() = 2
font = <STDFONT:11>
font.Info().GetAscent() = 11
font.Info().GetDescent() = 2
font = <STDFONT:11>

font.Info().GetAscent() = 11
font.Info().GetDescent() = 2
font = <STDFONT:11>
font.Info().GetAscent() = 11
font.Info().GetDescent() = 2
font = <STDFONT:11>
font.Info().GetAscent() = 11
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font = <STDFONT:11>
font.Info().GetAscent() = 11
font.Info().GetDescent() = 2
font = <STDFONT:11>
font.Info().GetAscent() = 11
font.Info().GetDescent() = 2
font = <STDFONT:11>
font.Info().GetAscent() = 11
font.Info().GetDescent() = 2
font = <STDFONT:11 Bold>
font.Info().GetAscent() = 11
font.Info().GetDescent() = 2
AddressBook <STDFONT:11 Bold>
Draw::GetStdFontCy() = 13
r.top + (r.Height() - Draw::GetStdFontCy()) / 2 = 1
fnt.Info().GetAscent() = 11
fnt.Info().GetDescent() = 2
font = <STDFONT:11>
font.Info().GetAscent() = 11
font.Info().GetDescent() = 2
font = <STDFONT:11>
font.Info().GetAscent() = 11
font.Info().GetDescent() = 2
font = <STDFONT:11>
font.Info().GetAscent() = 11
font.Info().GetDescent() = 2

b. svn u++ 1362 on WinXP of Chinese version.(correct)

Here is the log file.

* C:\Test\Run\1362\ide.exe 04.08.2009 01:46:33, user: kasome

font = <Arial:20>
font.Info().GetAscent() = 19
font.Info().GetDescent() = 4
font = <Arial:10>
font.Info().GetAscent() = 10
font.Info().GetDescent() = 3

font = <Arial:13>
font.Info().GetAscent() = 13
font.Info().GetDescent() = 3
font = <Arial:13>
font.Info().GetAscent() = 13
font.Info().GetDescent() = 3
font = <STDFONT:0>
font.Info().GetAscent() = 12
font.Info().GetDescent() = 3
font = <STDFONT:0>
font.Info().GetAscent() = 12
font.Info().GetDescent() = 3
font = <STDFONT:0>
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font.Info().GetDescent() = 3
font = <STDFONT:0>
font.Info().GetAscent() = 12
font.Info().GetDescent() = 3
font = <STDFONT:12>
font.Info().GetAscent() = 12
font.Info().GetDescent() = 3
font = <STDFONT:12>
font.Info().GetAscent() = 12
font.Info().GetDescent() = 3
font = <STDFONT:12 Italic>
font.Info().GetAscent() = 12
font.Info().GetDescent() = 3
font = <STDFONT:12>
font.Info().GetAscent() = 12
font.Info().GetDescent() = 3
font = <STDFONT:12 Underline>
font.Info().GetAscent() = 12
font.Info().GetDescent() = 3
font = <STDFONT:12>
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font.Info().GetDescent() = 3
font = <STDFONT:12>
font.Info().GetAscent() = 12
font.Info().GetDescent() = 3
font = <STDFONT:12 Underline>
font.Info().GetAscent() = 12
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font = <STDFONT:12>
font.Info().GetAscent() = 12
font.Info().GetDescent() = 3
font = <STDFONT:12>
font.Info().GetAscent() = 12
font.Info().GetDescent() = 3

font = <STDFONT:12>
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font.Info().GetDescent() = 3
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font = <STDFONT:12>
font.Info().GetAscent() = 12
font.Info().GetDescent() = 3
font = <STDFONT:12 Bold>
font.Info().GetAscent() = 12
font.Info().GetDescent() = 3
AddressBook <STDFONT:12 Bold>
Draw::GetStdFontCy() = 15
r.top + (r.Height() - Draw::GetStdFontCy()) / 2 = 0
fnt.Info().GetAscent() = 12
fnt.Info().GetDescent() = 3
font = <STDFONT:12>
font.Info().GetAscent() = 12
font.Info().GetDescent() = 3
font = <STDFONT:12>
font.Info().GetAscent() = 12
font.Info().GetDescent() = 3
font = <STDFONT:12 Bold>
font.Info().GetAscent() = 12
font.Info().GetDescent() = 3
AddressBookXML <STDFONT:12 Bold>
Draw::GetStdFontCy() = 15
r.top + (r.Height() - Draw::GetStdFontCy()) / 2 = 17
fnt.Info().GetAscent() = 12
fnt.Info().GetDescent() = 3
font = <STDFONT:12>
font.Info().GetAscent() = 12
font.Info().GetDescent() = 3
font = <STDFONT:12>
font.Info().GetAscent() = 12
font.Info().GetDescent() = 3
font = <STDFONT:12 Bold>
font.Info().GetAscent() = 12
font.Info().GetDescent() = 3
AddressBookXML2 <STDFONT:12 Bold>
Draw::GetStdFontCy() = 15
r.top + (r.Height() - Draw::GetStdFontCy()) / 2 = 34
fnt.Info().GetAscent() = 12
fnt.Info().GetDescent() = 3

font = <STDFONT:12>
font.Info().GetAscent() = 12
font.Info().GetDescent() = 3
font = <STDFONT:12>
font.Info().GetAscent() = 12
font.Info().GetDescent() = 3
font = <STDFONT:12 Bold>
font.Info().GetAscent() = 12
font.Info().GetDescent() = 3
AnimatedHello <STDFONT:12 Bold>
Draw::GetStdFontCy() = 15
r.top + (r.Height() - Draw::GetStdFontCy()) / 2 = 51
fnt.Info().GetAscent() = 12
fnt.Info().GetDescent() = 3
font = <STDFONT:12>
font.Info().GetAscent() = 12
font.Info().GetDescent() = 3
font = <STDFONT:12>
font.Info().GetAscent() = 12
font.Info().GetDescent() = 3
font = <STDFONT:12>
font.Info().GetAscent() = 12
font.Info().GetDescent() = 3
font = <STDFONT:12>
font.Info().GetAscent() = 12
font.Info().GetDescent() = 3
font = <STDFONT:12>
font.Info().GetAscent() = 12
font.Info().GetDescent() = 3
font = <STDFONT:12>
font.Info().GetAscent() = 12
font.Info().GetDescent() = 3
font = <STDFONT:12 Bold>
font.Info().GetAscent() = 12
font.Info().GetDescent() = 3
AddressBook <STDFONT:12 Bold>
Draw::GetStdFontCy() = 15
r.top + (r.Height() - Draw::GetStdFontCy()) / 2 = 0
fnt.Info().GetAscent() = 12
fnt.Info().GetDescent() = 3
font = <STDFONT:12>
font.Info().GetAscent() = 12
font.Info().GetDescent() = 3
font = <STDFONT:12>
font.Info().GetAscent() = 12
font.Info().GetDescent() = 3
font = <STDFONT:12>
font.Info().GetAscent() = 12

font.Info().GetDescent() = 3

c. svn u++ 1393 on WinXP of English version.(correct)

Here is the log file.

* C:\Test\Run\1393\ide.exe 04.08.2009 01:50:21, user: odyssey

font = <Arial:20>
font.GetAscent() = 19
font.GetDescent() = 4
font = <Arial:10>
font.GetAscent() = 10
font.GetDescent() = 3
font = <Arial:13>
font.GetAscent() = 13
font.GetDescent() = 3
font = <Arial:13>
font.GetAscent() = 13
font.GetDescent() = 3
font = <STDFONT:11>
font.GetAscent() = 11
font.GetDescent() = 2
font = <STDFONT:11>
font.GetAscent() = 11
font.GetDescent() = 2
font = <STDFONT:11>
font.GetAscent() = 11
font.GetDescent() = 2
font = <STDFONT:11 Bold>
font.GetAscent() = 11
font.GetDescent() = 2
AddressBook <STDFONT:11 Bold>
Draw::GetStdFontCy() = 13
r.top + (r.Height() - Draw::GetStdFontCy()) / 2 = 1
fnt.GetAscent() = 11
fnt.GetDescent() = 2
font = <STDFONT:11 Bold>
font.GetAscent() = 11
font.GetDescent() = 2
AddressBookXML <STDFONT:11 Bold>
Draw::GetStdFontCy() = 13
r.top + (r.Height() - Draw::GetStdFontCy()) / 2 = 18
fnt.GetAscent() = 11
fnt.GetDescent() = 2
font = <STDFONT:11 Bold>
font.GetAscent() = 11

font.GetDescent() = 2
AddressBookXML2 <STDFONT:11 Bold>
Draw::GetStdFontCy() = 13
r.top + (r.Height() - Draw::GetStdFontCy()) / 2 = 35
fnt.GetAscent() = 11
fnt.GetDescent() = 2
font = <STDFONT:11 Bold>
font.GetAscent() = 11
font.GetDescent() = 2
AnimatedHello <STDFONT:11 Bold>
Draw::GetStdFontCy() = 13
r.top + (r.Height() - Draw::GetStdFontCy()) / 2 = 52
fnt.GetAscent() = 11
fnt.GetDescent() = 2
font = <STDFONT:11>
font.GetAscent() = 11
font.GetDescent() = 2
font = <STDFONT:11>
font.GetAscent() = 11
font.GetDescent() = 2
font = <STDFONT:11>
font.GetAscent() = 11
font.GetDescent() = 2
font = <STDFONT:11>
font.GetAscent() = 11
font.GetDescent() = 2
font = <STDFONT:11>
font.GetAscent() = 11
font.GetDescent() = 2
font = <STDFONT:11>
font.GetAscent() = 11
font.GetDescent() = 2
font = <STDFONT:11>
font.GetAscent() = 11
font.GetDescent() = 2
font = <STDFONT:11>
font.GetAscent() = 11
font.GetDescent() = 2
font = <STDFONT:11 Italic>
font.GetAscent() = 11
font.GetDescent() = 2
font = <STDFONT:11>
font.GetAscent() = 11
font.GetDescent() = 2
font = <STDFONT:11>
font.GetAscent() = 11
font.GetDescent() = 2
font = <STDFONT:11>

font.GetAscent() = 11
font.GetDescent() = 2
font = <STDFONT:11>
font.GetAscent() = 11
font.GetDescent() = 2
font = <STDFONT:11>
font.GetAscent() = 11
font.GetDescent() = 2
font = <STDFONT:11>
font.GetAscent() = 11
font.GetDescent() = 2
font = <STDFONT:11>
font.GetAscent() = 11
font.GetDescent() = 2
font = <STDFONT:11 Bold>
font.GetAscent() = 11
font.GetDescent() = 2
AddressBook <STDFONT:11 Bold>
Draw::GetStdFontCy() = 13
r.top + (r.Height() - Draw::GetStdFontCy()) / 2 = 1
fnt.GetAscent() = 11
fnt.GetDescent() = 2
font = <STDFONT:11>
font.GetAscent() = 11
font.GetDescent() = 2
font = <STDFONT:11>
font.GetAscent() = 11
font.GetDescent() = 2
font = <STDFONT:11 Bold>
font.GetAscent() = 11
font.GetDescent() = 2
AddressBookXML <STDFONT:11 Bold>
Draw::GetStdFontCy() = 13
r.top + (r.Height() - Draw::GetStdFontCy()) / 2 = 18
fnt.GetAscent() = 11
fnt.GetDescent() = 2
font = <STDFONT:11>
font.GetAscent() = 11
font.GetDescent() = 2
font = <STDFONT:11>
font.GetAscent() = 11
font.GetDescent() = 2
font = <STDFONT:11 Bold>
font.GetAscent() = 11
font.GetDescent() = 2
AddressBookXML2 <STDFONT:11 Bold>
Draw::GetStdFontCy() = 13
r.top + (r.Height() - Draw::GetStdFontCy()) / 2 = 35

fnt.GetAscent() = 11
fnt.GetDescent() = 2
font = <STDFONT:11>
font.GetAscent() = 11
font.GetDescent() = 2
font = <STDFONT:11>
font.GetAscent() = 11
font.GetDescent() = 2
font = <STDFONT:11 Bold>
font.GetAscent() = 11
font.GetDescent() = 2
AnimatedHello <STDFONT:11 Bold>
Draw::GetStdFontCy() = 13
r.top + (r.Height() - Draw::GetStdFontCy()) / 2 = 52
fnt.GetAscent() = 11
fnt.GetDescent() = 2
font = <STDFONT:11>
font.GetAscent() = 11
font.GetDescent() = 2
font = <STDFONT:11>
font.GetAscent() = 11
font.GetDescent() = 2
font = <STDFONT:11>
font.GetAscent() = 11
font.GetDescent() = 2
font = <STDFONT:11>
font.GetAscent() = 11
font.GetDescent() = 2
font = <STDFONT:11>
font.GetAscent() = 11
font.GetDescent() = 2
font = <STDFONT:11>
font.GetAscent() = 11
font.GetDescent() = 2
font = <STDFONT:11 Bold>
font.GetAscent() = 11
font.GetDescent() = 2
AddressBook <STDFONT:11 Bold>
Draw::GetStdFontCy() = 13
r.top + (r.Height() - Draw::GetStdFontCy()) / 2 = 1
fnt.GetAscent() = 11
fnt.GetDescent() = 2
font = <STDFONT:11>
font.GetAscent() = 11
font.GetDescent() = 2
font = <STDFONT:11>
font.GetAscent() = 11
font.GetDescent() = 2

font = <STDFONT:11>
font.GetAscent() = 11
font.GetDescent() = 2

d. svn u++ 1393 on WinXP of Chinese version.(incorrect)

Here is the log file.

* C:\Test\Run\1393\ide.exe 04.08.2009 01:55:22, user: kasome

font = <Arial:20>
font.GetAscent() = 19
font.GetDescent() = 4
font = <Arial:10>
font.GetAscent() = 10
font.GetDescent() = 3
font = <Arial:13>
font.GetAscent() = 13
font.GetDescent() = 3
font = <Arial:13>
font.GetAscent() = 13
font.GetDescent() = 3
font = <STDFONT:12>
font.GetAscent() = 12
font.GetDescent() = 3
font = <STDFONT:12>
font.GetAscent() = 12
font.GetDescent() = 3
font = <STDFONT:12>
font.GetAscent() = 12
font.GetDescent() = 3
font = <STDFONT:12>
font.GetAscent() = 12
font.GetDescent() = 3
font = <STDFONT:12>
font.GetAscent() = 12
font.GetDescent() = 3
font = <STDFONT:12>
font.GetAscent() = 12
font.GetDescent() = 3
font = <STDFONT:12 Italic>
font.GetAscent() = 12
font.GetDescent() = 3
font = <STDFONT:12>
font.GetAscent() = 12
font.GetDescent() = 3
font = <STDFONT:12 Underline>

font.GetAscent() = 12
font.GetDescent() = 3
font = <STDFONT:12>
font.GetAscent() = 12
font.GetDescent() = 3
font = <STDFONT:12>
font.GetAscent() = 12
font.GetDescent() = 3
font = <STDFONT:12 Underline>
font.GetAscent() = 12
font.GetDescent() = 3
font = <STDFONT:12>
font.GetAscent() = 12
font.GetDescent() = 3
font = <STDFONT:12>
font.GetAscent() = 12
font.GetDescent() = 3
font = <STDFONT:12>
font.GetAscent() = 12
font.GetDescent() = 3
font = <STDFONT:12>
font.GetAscent() = 12
font.GetDescent() = 3
font = <STDFONT:12>
font.GetAscent() = 12
font.GetDescent() = 3
font = <STDFONT:12>
font.GetAscent() = 12
font.GetDescent() = 3
font = <STDFONT:12 Bold>
font.GetAscent() = 12
font.GetDescent() = 3
AddressBook <STDFONT:12 Bold>
Draw::GetStdFontCy() = 0
r.top + (r.Height() - Draw::GetStdFontCy()) / 2 = 8
fnt.GetAscent() = 12
fnt.GetDescent() = 3
font = <STDFONT:12>
font.GetAscent() = 12
font.GetDescent() = 3
font = <STDFONT:12>
font.GetAscent() = 12
font.GetDescent() = 3
font = <STDFONT:12 Bold>
font.GetAscent() = 12
font.GetDescent() = 3
AddressBookXML <STDFONT:12 Bold>
Draw::GetStdFontCy() = 0

r.top + (r.Height() - Draw::GetStdFontCy()) / 2 = 25
fnt.GetAscent() = 12
fnt.GetDescent() = 3
font = <STDFONT:12>
font.GetAscent() = 12
font.GetDescent() = 3
font = <STDFONT:12>
font.GetAscent() = 12
font.GetDescent() = 3
font = <STDFONT:12 Bold>
font.GetAscent() = 12
font.GetDescent() = 3
AddressBookXML2 <STDFONT:12 Bold>
Draw::GetStdFontCy() = 0
r.top + (r.Height() - Draw::GetStdFontCy()) / 2 = 42
fnt.GetAscent() = 12
fnt.GetDescent() = 3
font = <STDFONT:12>
font.GetAscent() = 12
font.GetDescent() = 3
font = <STDFONT:12>
font.GetAscent() = 12
font.GetDescent() = 3
font = <STDFONT:12 Bold>
font.GetAscent() = 12
font.GetDescent() = 3
AnimatedHello <STDFONT:12 Bold>
Draw::GetStdFontCy() = 0
r.top + (r.Height() - Draw::GetStdFontCy()) / 2 = 59
fnt.GetAscent() = 12
fnt.GetDescent() = 3
font = <STDFONT:12>
font.GetAscent() = 12
font.GetDescent() = 3
font = <STDFONT:12>
font.GetAscent() = 12
font.GetDescent() = 3
font = <STDFONT:12>
font.GetAscent() = 12
font.GetDescent() = 3
font = <STDFONT:12>
font.GetAscent() = 12
font.GetDescent() = 3
font = <STDFONT:12>
font.GetAscent() = 12
font.GetDescent() = 3
font = <STDFONT:12 Bold>
font.GetAscent() = 12

font.GetDescent() = 3
AddressBook <STDFONT:12 Bold>
Draw::GetStdFontCy() = 0
r.top + (r.Height() - Draw::GetStdFontCy()) / 2 = 8
fnt.GetAscent() = 12
fnt.GetDescent() = 3
font = <STDFONT:12>
font.GetAscent() = 12
font.GetDescent() = 3
font = <STDFONT:12>
font.GetAscent() = 12
font.GetDescent() = 3

e. svn u++ 1469 on WinXP of English version.(correct)

Here is the log file.

* C:\Test\Run\1469\ide.exe 04.08.2009 01:58:56, user: odyssey

font = <Arial:10>
font.GetAscent() = 10
font.GetDescent() = 3
font = <Arial:13>
font.GetAscent() = 13
font.GetDescent() = 3
font = <Arial:13>
font.GetAscent() = 13
font.GetDescent() = 3
font = <STDFONT:11>
font.GetAscent() = 11
font.GetDescent() = 2
font = <STDFONT:11>
font.GetAscent() = 11
font.GetDescent() = 2
font = <STDFONT:11>
font.GetAscent() = 11
font.GetDescent() = 2
font = <STDFONT:11 Bold>
font.GetAscent() = 11
font.GetDescent() = 2
AddressBook <STDFONT:11 Bold>
Draw::GetStdFontCy() = 13
r.top + (r.Height() - Draw::GetStdFontCy()) / 2 = 1
fnt.GetAscent() = 11
fnt.GetDescent() = 2
font = <STDFONT:11 Bold>
font.GetAscent() = 11

font.GetDescent() = 2
AddressBookXML <STDFONT:11 Bold>
Draw::GetStdFontCy() = 13
r.top + (r.Height() - Draw::GetStdFontCy()) / 2 = 18
fnt.GetAscent() = 11
fnt.GetDescent() = 2
font = <STDFONT:11 Bold>
font.GetAscent() = 11
font.GetDescent() = 2
AddressBookXML2 <STDFONT:11 Bold>
Draw::GetStdFontCy() = 13
r.top + (r.Height() - Draw::GetStdFontCy()) / 2 = 35
fnt.GetAscent() = 11
fnt.GetDescent() = 2
font = <STDFONT:11 Bold>
font.GetAscent() = 11
font.GetDescent() = 2
AnimatedHello <STDFONT:11 Bold>
Draw::GetStdFontCy() = 13
r.top + (r.Height() - Draw::GetStdFontCy()) / 2 = 52
fnt.GetAscent() = 11
fnt.GetDescent() = 2
font = <STDFONT:11>
font.GetAscent() = 11
font.GetDescent() = 2
font = <STDFONT:11>
font.GetAscent() = 11
font.GetDescent() = 2
font = <STDFONT:11>
font.GetAscent() = 11
font.GetDescent() = 2
font = <STDFONT:11>
font.GetAscent() = 11
font.GetDescent() = 2
font = <STDFONT:11>
font.GetAscent() = 11
font.GetDescent() = 2
font = <STDFONT:11>
font.GetAscent() = 11
font.GetDescent() = 2
font = <STDFONT:11>
font.GetAscent() = 11
font.GetDescent() = 2
font = <STDFONT:11>
font.GetAscent() = 11
font.GetDescent() = 2
font = <STDFONT:11>
font.GetAscent() = 11
font.GetDescent() = 2
font = <STDFONT:11 Italic>
font.GetAscent() = 11

font.GetDescent() = 2
font = <STDFONT:11>
font.GetAscent() = 11
font.GetDescent() = 2
font = <STDFONT:11>
font.GetAscent() = 11
font.GetDescent() = 2
font = <STDFONT:11>
font.GetAscent() = 11
font.GetDescent() = 2
font = <STDFONT:11>
font.GetAscent() = 11
font.GetDescent() = 2
font = <STDFONT:11>
font.GetAscent() = 11
font.GetDescent() = 2
font = <STDFONT:11>
font.GetAscent() = 11
font.GetDescent() = 2
font = <STDFONT:11>
font.GetAscent() = 11
font.GetDescent() = 2
font = <STDFONT:11 Bold>
font.GetAscent() = 11
font.GetDescent() = 2
AddressBook <STDFONT:11 Bold>
Draw::GetStdFontCy() = 13
r.top + (r.Height() - Draw::GetStdFontCy()) / 2 = 1
fnt.GetAscent() = 11
fnt.GetDescent() = 2
font = <STDFONT:11>
font.GetAscent() = 11
font.GetDescent() = 2
font = <STDFONT:11>
font.GetAscent() = 11
font.GetDescent() = 2
font = <STDFONT:11 Bold>
font.GetAscent() = 11
font.GetDescent() = 2
AddressBookXML <STDFONT:11 Bold>
Draw::GetStdFontCy() = 13
r.top + (r.Height() - Draw::GetStdFontCy()) / 2 = 18
fnt.GetAscent() = 11
fnt.GetDescent() = 2
font = <STDFONT:11>
font.GetAscent() = 11
font.GetDescent() = 2
font = <STDFONT:11>

font.GetAscent() = 11
font.GetDescent() = 2
font = <STDFONT:11 Bold>
font.GetAscent() = 11
font.GetDescent() = 2
AddressBookXML2 <STDFONT:11 Bold>
Draw::GetStdFontCy() = 13
r.top + (r.Height() - Draw::GetStdFontCy()) / 2 = 35
fnt.GetAscent() = 11
fnt.GetDescent() = 2
font = <STDFONT:11>
font.GetAscent() = 11
font.GetDescent() = 2
font = <STDFONT:11>
font.GetAscent() = 11
font.GetDescent() = 2
font = <STDFONT:11 Bold>
font.GetAscent() = 11
font.GetDescent() = 2
AnimatedHello <STDFONT:11 Bold>
Draw::GetStdFontCy() = 13
r.top + (r.Height() - Draw::GetStdFontCy()) / 2 = 52
fnt.GetAscent() = 11
fnt.GetDescent() = 2
font = <STDFONT:11>
font.GetAscent() = 11
font.GetDescent() = 2
font = <STDFONT:11>
font.GetAscent() = 11
font.GetDescent() = 2
font = <STDFONT:11>
font.GetAscent() = 11
font.GetDescent() = 2
font = <STDFONT:11>
font.GetAscent() = 11
font.GetDescent() = 2
font = <STDFONT:11>
font.GetAscent() = 11
font.GetDescent() = 2
font = <STDFONT:11>
font.GetAscent() = 11
font.GetDescent() = 2
font = <STDFONT:11>
font.GetAscent() = 11
font.GetDescent() = 2
font = <STDFONT:11>
font.GetAscent() = 11
font.GetDescent() = 2
font = <STDFONT:11>
font.GetAscent() = 11
font.GetDescent() = 2

font = <STDFONT:11 Bold>
font.GetAscent() = 11
font.GetDescent() = 2
AddressBook <STDFONT:11 Bold>
Draw::GetStdFontCy() = 13
r.top + (r.Height() - Draw::GetStdFontCy()) / 2 = 1
fnt.GetAscent() = 11
fnt.GetDescent() = 2
font = <STDFONT:11>
font.GetAscent() = 11
font.GetDescent() = 2
font = <STDFONT:11>
font.GetAscent() = 11
font.GetDescent() = 2
font = <STDFONT:11>
font.GetAscent() = 11
font.GetDescent() = 2

f. svn u++ 1469 on WinXP of Chinese version.(incorrect)

Here is the log file.

* C:\Test\Run\1469\ide.exe 04.08.2009 02:03:37, user: kasome

font = <Arial:10>
font.GetAscent() = 10
font.GetDescent() = 3
font = <Arial:13>
font.GetAscent() = 13
font.GetDescent() = 3
font = <Arial:13>
font.GetAscent() = 13
font.GetDescent() = 3
font = <STDFONT:12>
font.GetAscent() = 12
font.GetDescent() = 3
font = <STDFONT:12>
font.GetAscent() = 12
font.GetDescent() = 3
font = <STDFONT:12>
font.GetAscent() = 12
font.GetDescent() = 3
font = <STDFONT:12>
font.GetAscent() = 12
font.GetDescent() = 3
font = <STDFONT:12>
font.GetAscent() = 12

font.GetDescent() = 3
font = <STDFONT:12>
font.GetAscent() = 12
font.GetDescent() = 3
font = <STDFONT:12 Italic>
font.GetAscent() = 12
font.GetDescent() = 3
font = <STDFONT:12>
font.GetAscent() = 12
font.GetDescent() = 3
font = <STDFONT:12 Underline>
font.GetAscent() = 12
font.GetDescent() = 3
font = <STDFONT:12>
font.GetAscent() = 12
font.GetDescent() = 3
font = <STDFONT:12>
font.GetAscent() = 12
font.GetDescent() = 3
font = <STDFONT:12 Underline>
font.GetAscent() = 12
font.GetDescent() = 3
font = <STDFONT:12>
font.GetAscent() = 12
font.GetDescent() = 3
font = <STDFONT:12>
font.GetAscent() = 12
font.GetDescent() = 3
font = <STDFONT:12>
font.GetAscent() = 12
font.GetDescent() = 3
font = <STDFONT:12>
font.GetAscent() = 12
font.GetDescent() = 3
font = <STDFONT:12>
font.GetAscent() = 12
font.GetDescent() = 3
font = <STDFONT:12>
font.GetAscent() = 12
font.GetDescent() = 3
font = <STDFONT:12 Bold>
font.GetAscent() = 12
font.GetDescent() = 3
AddressBook <STDFONT:12 Bold>
Draw::GetStdFontCy() = 0
r.top + (r.Height() - Draw::GetStdFontCy()) / 2 = 8
fnt.GetAscent() = 12
fnt.GetDescent() = 3

font = <STDFONT:12>
font.GetAscent() = 12
font.GetDescent() = 3
font = <STDFONT:12>
font.GetAscent() = 12
font.GetDescent() = 3
font = <STDFONT:12 Bold>
font.GetAscent() = 12
font.GetDescent() = 3
AddressBookXML <STDFONT:12 Bold>
Draw::GetStdFontCy() = 0
r.top + (r.Height() - Draw::GetStdFontCy()) / 2 = 25
fnt.GetAscent() = 12
fnt.GetDescent() = 3
font = <STDFONT:12>
font.GetAscent() = 12
font.GetDescent() = 3
font = <STDFONT:12>
font.GetAscent() = 12
font.GetDescent() = 3
font = <STDFONT:12 Bold>
font.GetAscent() = 12
font.GetDescent() = 3
AddressBookXML2 <STDFONT:12 Bold>
Draw::GetStdFontCy() = 0
r.top + (r.Height() - Draw::GetStdFontCy()) / 2 = 42
fnt.GetAscent() = 12
fnt.GetDescent() = 3
font = <STDFONT:12>
font.GetAscent() = 12
font.GetDescent() = 3
font = <STDFONT:12>
font.GetAscent() = 12
font.GetDescent() = 3
font = <STDFONT:12 Bold>
font.GetAscent() = 12
font.GetDescent() = 3
AnimatedHello <STDFONT:12 Bold>
Draw::GetStdFontCy() = 0
r.top + (r.Height() - Draw::GetStdFontCy()) / 2 = 59
fnt.GetAscent() = 12
fnt.GetDescent() = 3
font = <STDFONT:12>
font.GetAscent() = 12
font.GetDescent() = 3
font = <STDFONT:12>
font.GetAscent() = 12
font.GetDescent() = 3

font = <STDFONT:12>
font.GetAscent() = 12
font.GetDescent() = 3
font = <STDFONT:12>
font.GetAscent() = 12
font.GetDescent() = 3
font = <STDFONT:12>
font.GetAscent() = 12
font.GetDescent() = 3
font = <STDFONT:12 Bold>
font.GetAscent() = 12
font.GetDescent() = 3
AddressBook <STDFONT:12 Bold>
Draw::GetStdFontCy() = 0
r.top + (r.Height() - Draw::GetStdFontCy()) / 2 = 8
fnt.GetAscent() = 12
fnt.GetDescent() = 3
font = <STDFONT:12>
font.GetAscent() = 12
font.GetDescent() = 3
font = <STDFONT:12>
font.GetAscent() = 12
font.GetDescent() = 3

Subject: Re: About the automated build svn U++ 1469 on WinXP of Chinese version
Posted by mirek on Mon, 03 Aug 2009 18:15:45 GMT
View Forum Message <> Reply to Message

kasome wrote on Mon, 03 August 2009 13:52
Draw::GetStdFontCy() = 0

This is the trouble...

Now we have to find out why...

Mirek

Subject: Re: About the automated build svn U++ 1469 on WinXP of Chinese version
Posted by mirek on Mon, 03 Aug 2009 18:17:25 GMT
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void GetStdFontSys(String& name, int& height)

```
{
#ifdef PLATFORM_WINCE
 name = "Arial";
 height = 10;
#else
 NONCLIENTMETRICS ncm;
 ncm.cbSize = sizeof(ncm);
 ::SystemParametersInfo(SPI_GETNONCLIENTMETRICS, sizeof(ncm), &ncm, 0);
 name = ncm.lfMenuFont.lfFaceName;
 height = abs((int)ncm.lfMenuFont.lfHeight);
#endif
	DUMP(name);
	DUMP(height);
}
```

Please remove all other logs (or reload sources).

No need to perform so many tests, incorrect chinesse run is enough.

Mirek

Subject: Re: About the automated build svn U++ 1469 on WinXP of Chinese version
Posted by mirek on Mon, 03 Aug 2009 18:21:25 GMT
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Also:

```
void Font::SetStdFont(Font font)
{
 DrawLock __;
 InitStdFont();
 AStdFont = font;
 SyncStdFont();
	LOG("SetStdFont " << font);
}

void Font::InitStdFont()
{
 ONCELOCK {
  DrawLock __;
  List();
  AStdFont = Arial(12);
  String name;
  int    height = 0;
  GetStdFontSys(name, height);
```

```
  int q = FindFaceNameIndex(name);
DUMP(q);
  if(q > 0) {
   AStdFont = Font(q, max(height, 1));
LOG("InitStdFont " << font);
   SyncStdFont();
  }
 }
}
```

Subject: Re: About the automated build svn U++ 1469 on WinXP of Chinese version
Posted by kasome on Tue, 04 Aug 2009 01:51:16 GMT
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Ok, I have done by what you say, Mirek.
And here is the log file.

* C:\Test\Run\1469\ide.exe 04.08.2009 09:53:40, user: kasome

height = 12
q = 0

BTW, i have to back to my military camp until this weekend.I hope you can wait for me to continue this work.
thanks, Mirek.

Subject: Re: About the automated build svn U++ 1469 on WinXP of Chinese version
Posted by mirek on Tue, 04 Aug 2009 05:18:45 GMT
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kasome wrote on Mon, 03 August 2009 21:51Ok, I have done by what you say, Mirek.
And here is the log file.

* C:\Test\Run\1469\ide.exe 04.08.2009 09:53:40, user: kasome

height = 12
q = 0

BTW, i have to back to my military camp until this weekend.I hope you can wait for me to continue this work.
thanks, Mirek.

Well, this looks like the problem is the font name - I am afraid that at the moment, non-ASCII name can break the CreateFont...

Should be quite easy to fix I hope.

Mirek

Subject: Re: About the automated build svn U++ 1469 on WinXP of Chinese version
Posted by kasome on Fri, 07 Aug 2009 11:03:23 GMT
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Sorry for the delay replying.

Now I add some DUMP and LOG in Font::FindFaceNameIndex of Font.cpp.

```
int  Font::FindFaceNameIndex(const String& name) {
 if(name == "STDFONT")
  return 0;
 DUMP(name);
 DUMP(name.GetLength());
 DUMP(GetFaceCount());
 for(int i = 1; i < GetFaceCount(); i++){
  LOG( "GetFaceName(" << i << ") = " << GetFaceName(i) );
  LOG( "GetFaceName(" << i << ").GetLength() = " << GetFaceName(i).GetLength() );
  if(GetFaceName(i) == name){
   return i;
  }
 }
 String n = Filter(name, FontFilter);
 for(int i = 1; i < GetFaceCount(); i++)
  if(Filter(GetFaceName(i), FontFilter) == n)
   return i;
 return 0;
}
```

i run the ide.exe and see the result log file as follows.

* c:\2009_08_10\MSC8.Debug.Debug_full.Gui\ide.exe 08.08.2009 18:39:20, user: kasome

    ==> a local character encoding method used in Taiwan for

```
    ==> Traditional Chinese characters )
name.GetLength() = 8   ==> it's length is 8 (2 bytes for one Chinese character)
GetFaceCount() = 91
GetFaceName(1) = Times New Roman
GetFaceName(1).GetLength() = 15
GetFaceName(2) = Arial
GetFaceName(2).GetLength() = 5
GetFaceName(3) = Courier New
GetFaceName(3).GetLength() = 11
.....
GetFaceName(44) = Sylfaen
GetFaceName(44).GetLength() = 7

GetFaceName(45).GetLength() = 9

GetFaceName(46).GetLength() = 9

GetFaceName(47).GetLength() = 12 ==> it's length is 12 (3 bytes for one Chinese character)
GetFaceName(48) = Microsoft Sans Serif
GetFaceName(48).GetLength() = 20
.....
```

"GetStdFontSys", and it is encoded by "Big5", and has the string length 8.

GetFaceName(47), but it is encoded by UTF8, and has the string length 12.

So i guess all we have to do is just convert the big5 string to the utf8 string by the function "FromSystemCharset",and the matching will be successful.

Then I try to modify the code in FontWin32.cpp,

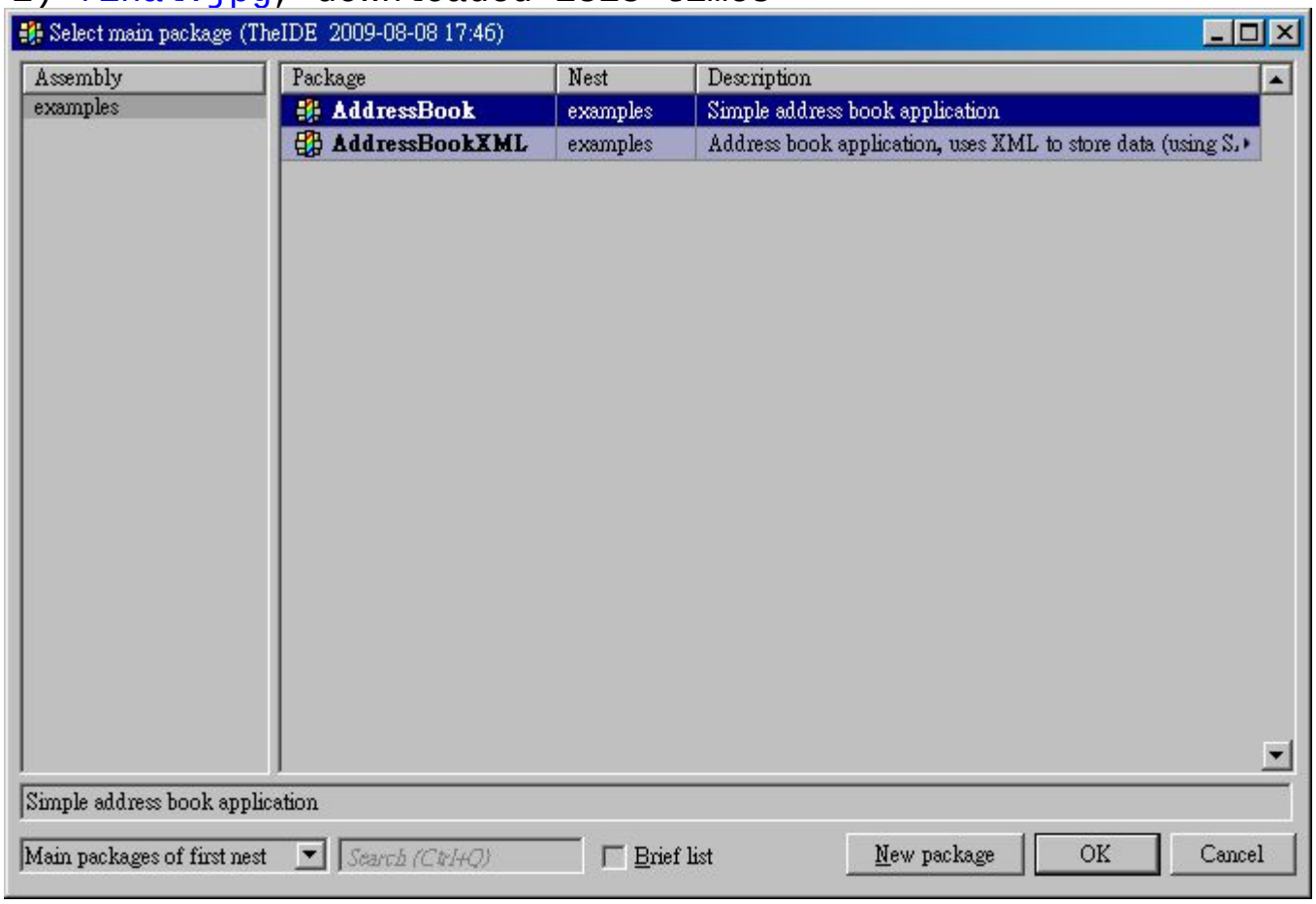
```
void GetStdFontSys(String& name, int& height)
{
#ifdef PLATFORM_WINCE
 name = "Arial";
 height = 10;
#else
 NONCLIENTMETRICS ncm;
 ncm.cbSize = sizeof(ncm);
 ::SystemParametersInfo(SPI_GETNONCLIENTMETRICS, sizeof(ncm), &ncm, 0);
// name = ncm.lfMenuFont.lfFaceName;     ==> original
 name = FromSystemCharset(ncm.lfMenuFont.lfFaceName);   ==> modified
 height = abs((int)ncm.lfMenuFont.lfHeight);
#endif
}
```

Finally i recompile the modified code and run, it looks like perfect.

Maybe there still some gently way to improve.
Thanks, Mirek. You are a nice teacher.

File Attachments

1) final.jpg, downloaded 1313 times



Subject: Re: About the automated build svn U++ 1469 on WinXP of Chinese version
Posted by mirek on Sat, 08 Aug 2009 13:10:29 GMT
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Perfect. This is exactly the solution I had in mind, but you saved me the time and trouble.

Thanks.

The only problem I see with this solution is when your app is not in UTF-8 mode. OTOH, that is quite unlikely with Chinesse XP, right?

Mirek

Subject: Re: About the automated build svn U++ 1469 on WinXP of Chinese version
Posted by kasome on Sat, 08 Aug 2009 14:33:56 GMT
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Sure.

Thanks, Mirek.