
Subject: U++ program whose filename has Chinese word leaves logs after exit
Posted by [LeiMing](#) on Thu, 01 Oct 2009 02:22:51 GMT

[View Forum Message](#) <> [Reply to Message](#)

Hello.

I built a program with U++ and rename it with filename which has Chinese word.

After the program exits I found some log files left.

In the log files I knew that it's because U++ library can't remove it successfully.

I try to find the reason why it happens and I found the problem is that it fails to call DeleteFileW function.

This is the screen shot of OllyDBG. In the parameter of DeleteFileW the Chinese words become a series of "?".

I thought it's a bug. Would you please have a look at it?

And then, even if I knew the log files help to find bugs.

Is there anyway I can disable this feature of U++?

Because sometimes the operation of creating new files and deleting files is not expected.

Thanks.

Regards,
LeiMing

Platform:

Windows Vista 32bit Home Basic SP1 Simplified Chinese

Ultimate++ 1592

GCC (2 versions tested) :

1

Target: mingw32

Configured with: ../gcc-4.4.0/configure --prefix=/mingw --build=mingw32 --enable-languages=c,ada,c++,fortran,objc,obj-c++ --disable-nls --disable-win32-registry --disable-werror --enable-threads --disable-symvers --enable-cxx-flags='-fno-function-sections -fno-data-sections' --enable-fully-dynamic-string --enable-libgo mp --enable-version-specific-runtime-libs --enable-sjlj-exceptions --with-pkgversion='TDM-1 mingw32' --with-bugurl=http://www.tdragon.net/recentgcc/bugs.php

Thread model: win32

gcc version 4.4.0 (TDM-1 mingw32)

2

Using built-in specs.

Configured with: ../gcc-3.4.5/configure --with-gcc --with-gnu-ld --with-gnu-as --host=mingw32 --target=mingw32 --prefix=/mingw --enable-threads --disable-nls --enable-languages=c,c++,f77,ada,objc,java --disable-win32-registry --disable-shared --enable-sjlj-exceptions --enable-libgcj --disable-java-awt --without-x --enable-java-gc=boehm --disable-libgcj-debug --enable-interpreter --enable-hash-sync hronization --enable-libstdcxx-debug

Thread model: win32

File Attachments

1) [pic1.jpg](#), downloaded 760 times

Subject: Re: U++ program whose filename has Chinese word leaves logs after exit

Posted by [mirek](#) on Thu, 01 Oct 2009 03:36:58 GMT

[View Forum Message](#) <> [Reply to Message](#)

LeiMing wrote on Wed, 30 September 2009 22:22Hello.

I built a program with U++ and rename it with filename which has Chinese word.

After the program exits I found some log files left.

In the log files I knew that it's because U++ library can't remove it successfully.

I try to find the reason why it happens and I found the problem is that it fails to call DeleteFileW function.

This is the screen shot of OllyDBG. In the parameter of DeleteFileW the Chinese words become a series of "?".

I though it's a bug. Would you please have a look at it?

And then, even if I knew the log files help to find bugs.

Is there anyway I can disable this feature of U++?

Because sometimes the operation of creating new files and deleting files is not expected.

Thanks.

Regards,

LeiMing

Platform:

Windows Vista 32bit Home Basic SP1 Simplified Chinese

Ultimate++ 1592

GCC (2 versions tested) :

1

Target: mingw32

Configured with: ./gcc-4.4.0/configure --prefix=/mingw --build=mingw32 --enable-languages=c,ada,c++,fortran,objc,obj-c++ --disable-nls --disable-win32-registry --disable-werror --enable-threads --disable-symvers --enable-cxx-flags='-fno-function-sections -fno-data-sections' --enable-fully-dynamic-string --enable-libgomp --enable-version-specific-runtime-libs --enable-sjlj-exceptions --with-pkgversion='TDM-1 mingw32' --with-bugurl=http://www.tdragon.net/recentgcc/bugs.php

Thread model: win32

gcc version 4.4.0 (TDM-1 mingw32)

2

Using built-in specs.

Configured with:/gcc-3.4.5/configure --with-gcc --with-gnu-ld --with-gnu-as -
-host=mingw32 --target=mingw32 --prefix=/mingw --enable-threads --disable-nls --
enable-languages=c,c++,f77,ada,objc,java --disable-win32-registry --disable-shared
--enable-sjlj-exceptions --enable-libgcj --disable-java-awt --without-x --enable-
java-gc=boehm --disable-libgcj-debug --enable-interpreter --enable-hash-sync
hronization --enable-libstdcxx-debug
Thread model: win32
gcc version 3.4.5 (mingw special)

What is in the .log? What is the filename of the these logs?

Normally, .log is not created in non-debug mode. Are you in compiling in Optimal?

Well, normally, .log is not created in debug mode either, unless you have some LOGs or DUMPs or something in your code. But sometimes some debug logs in u++ are forgotten (a bug).

Mirek

Subject: Re: U++ program whose filename has Chinese word leaves logs after exit
Posted by [mirek](#) on Thu, 01 Oct 2009 03:41:32 GMT

[View Forum Message](#) <> [Reply to Message](#)

Ah, I can see it is usrlog.

Well, encoding problem aside (have to look into it), this one should not be created unless you call

ActivateUsrLog()

somewhere...

Mirek

Subject: Re: U++ program whose filename has Chinese word leaves logs after exit
Posted by [LeiMing](#) on Fri, 02 Oct 2009 02:14:28 GMT

[View Forum Message](#) <> [Reply to Message](#)

I have never heard of that function and I think I have not used that function.
the source code of that package has only some 60 lines of code.

X up-right directly and then some files come out.

but if I keep the filename no Chinese word, the log files will not come out.

Hope I have thrown light on it.

Regards,
LeiMing

edit:

now I also upload the exe and logs.
please feel free to delete it to save space after usage.

File Attachments

1) [hiddisk.7z](#), downloaded 314 times

Subject: Re: U++ program whose filename has Chinese word leaves logs after exit
Posted by [mirek](#) on Fri, 02 Oct 2009 09:05:55 GMT

[View Forum Message](#) <> [Reply to Message](#)

Thanks, fixed.

Mirek

Subject: Re: U++ program whose filename has Chinese word leaves logs after exit
Posted by [LeiMing](#) on Fri, 02 Oct 2009 09:32:26 GMT

[View Forum Message](#) <> [Reply to Message](#)

You're welcome.

Thanks for your work.

Then I'll delete the attachment of exe and log to save forum's space.
