Subject: where can I find more info?
Posted by jerson on Wed, 08 Sep 2010 05:06:10 GMT
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I am looking at the Format function which is in util.cpp

This and few other functions have no mention anywhere in the documentation. Is there a place where all the available functions are listed and their parentage? This will help to know which files need to be included for a particular function to be used.

I have a file that uses the Format("%s","This is a test") function. Without the #include <core/core.h> I get a link time error on Format being undefined. On including <core/core.h> in my cpp file, I get

In file included from C:\MyApps\NIDAQ\NIDAQ.c:2:0:
C:\upp2625\uppsrc/core/core.h:39:20: fatal error: typeinfo: No such file or directory
compilation terminated.

and this is in Nidaq.c

```
#include "nidaqmx.h"
#include "core/core.h"

/*********************************************************************/
#define DAQmxErrChk(functionCall) if( DAQmxFailed(error=(functionCall)) ) goto Error; else

void MyTest()
{
 return;
}

int32 Ni_ReadDI(int8 Dev, int8 Port, int32 *DI)
{
   int32      error=0;
   TaskHandle   taskHandle=0;
   uInt32     data;
   char       errBuff[2048]={'\0'};
   int32      read;

   //*********************************************
   // DAQmx Configure Code
   //*********************************************
   DAQmxErrChk (DAQmxCreateTask("",&taskHandle));
   DAQmxErrChk (DAQmxCreateDIChan(taskHandle,
      (const char *)(Format("Dev%c/port%c",Dev,Port)),
      "",DAQmx_Val_ChanForAllLines));
```

..... irrelevant part snipped off

I'd appreciate any help I can get with this. For now, I'm stuck.

Regards

File Attachments
1) NIDAQ.zip, downloaded 251 times

Subject: Re: where can I find more info?
Posted by koldo on Wed, 08 Sep 2010 06:48:00 GMT
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Hello Jerson

Things I have done:

- Renamed NIDAQ.c to .cpp (removed extern "C" in .h)
- Added this in the beginning of .cpp files:

#include <Core/Core.h>

using namespace Upp;

#define _NI_int8_DEFINED_
#define _NI_int16_DEFINED_
#define _NI_int32_DEFINED_
#include "nidaqmx.h"
- In NIDAQ.cpp, function int32 Ni_ReadDI() does not return any value at the end.

I think with this it will work.

Subject: Re: where can I find more info?
Posted by jerson on Wed, 08 Sep 2010 08:09:47 GMT
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Thank you Koldo. It works now. Just to understand, is the problem due to the nidaqmx.h file? - how? Was that causing the problems? I just cannot wrap my head around this as yet. Can you explain what could be the reason for the problems I see just so I can take adequate precautions in the future.

Best regards

Subject: Re: where can I find more info?
Posted by koldo on Wed, 08 Sep 2010 08:42:33 GMT
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Hello Jerson

An important thing is that you forgot:
using namespace Upp;

Subject: Re: where can I find more info?
Posted by jerson on Wed, 08 Sep 2010 08:53:57 GMT
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Actually I did not forget the namespace Upp, I had to keep it out for the files to compile, otherwise, the Nidaqmx.h and this one were fighting it out in real-time on my desktop

the extern "C" was needed to keep the linker happy or it could not 'see' the functions in the other file. Anyway, now that I have something working, I'll 'try' to move on. Thanks again.

Subject: Re: where can I find more info?
Posted by koldo on Wed, 08 Sep 2010 08:59:08 GMT
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jerson wrote on Wed, 08 September 2010 10:53Actually I did not forget the namespace Upp, I had to keep it out for the files to compile, otherwise, the Nidaqmx.h and this one were fighting it out in real-time on my desktop

the extern "C" was needed to keep the linker happy or it could not 'see' the functions in the other file. Anyway, now that I have something working, I'll 'try' to move on. Thanks again.
Hello Jerson

As NIDAQmx.h redefines int32, ..., I have included this before:
#define _NI_int8_DEFINED_
#define _NI_int16_DEFINED_
#define _NI_int32_DEFINED_This way, it does not disturb.

And remember that the namespace Upp is a must .

Subject: Re: where can I find more info?
Posted by jerson on Wed, 08 Sep 2010 12:53:18 GMT
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A related question

Now that I have the NIDAQ package working on its own, I tried to integrate it with my main project.

The main package is in its own folder and NIDAQ along with the dependant NIDAQmx.LIB is in the NIDAQ package along with NIDAQ package knowing about the lib via the package configuration.

If I build in this way, I get a not found error on the LIB file. But, if I drop the LIB file into the main package folder, everything builds as expected.

Question : Is it not enough to indicate via package configuration that NIDAQ needs the LIB file? Why do I have to put it into the main package folder? In the package config, if I try clicking the 'Add to include path' checkbox, it simply greys out all 3 checkboxes and the setting is not persistent. Is there some setting where I can fix this?

In simplified terms
MyMainApp - Main Package
NIDAQ - NiDAQ package
--Nidaqmx.lib - which is needed for NIDAQ to be complete

Subject: Re: where can I find more info?
Posted by koldo on Wed, 08 Sep 2010 14:07:20 GMT
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Hello Jerson

I cannot answer you well as I always put the .lib and .dll files in directories included in Setup/Build Methods.

Subject: Re: where can I find more info?
Posted by dolik.rce on Wed, 08 Sep 2010 14:30:05 GMT
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Hi Jerson,

I guess your linker can't find the libs because they are in directory that is not specified on the linker command line. I believe you can solve it by adding "New linker option" in Package manager that specifies the path. For gcc it would be "-L/path/to/the/libs", not sure about the MSVC syntax from the top of my head. If I am not mistaken, then relative path might work as well.

The include paths are actually something bit different, as they are used only during compiling to find #include files.

Honza

Subject: Re: where can I find more info?
Posted by jerson on Wed, 08 Sep 2010 15:30:24 GMT
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Koldo, Honza

Perfect. I used the Setup->Build methods to inform the linker about LIB directories and it works.

Thank you for your help

Where can I find info about the various goodies hidden inside the Upp namespace? This will be very helpful as I'm quite unaware of the hidden jewels in the framework.

Quote:I am looking at the Format function which is in util.cpp
This and few other functions have no mention anywhere in the documentation. Is there a place where all the available functions are listed and their parentage?

Is there some kind of a function browser that can be handy? Is ^N the answer?

Regards

Subject: Re: where can I find more info?
Posted by dolik.rce on Wed, 08 Sep 2010 16:27:05 GMT
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jerson wrote on Wed, 08 September 2010 17:30Is there some kind of a function browser that can be handy? Is ^N the answer?
Ctrl+N, Ctrl+J and last, but not least F1

Ctrl+N is good if you are interested in stuff from a distinct location (file or class).
Ctrl+J shows you everything (in currently included packages) and tells you where it is if you know how is it named.
F1 gives you details, at least for things that are documented.
Also Ctrl+G, but that is just Ctrl+J restricted to single file.

Honza

Subject: Re: where can I find more info?
Posted by jerson on Sun, 12 Sep 2010 05:50:40 GMT
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Things like DrawBorder, DrawFatFrame and more from DrawUtility are missing from documentation. Is there some plan to update the documentation with a list of available functions in Upp as per included package?

The least that can be immensely helpful is to have a list of all the functions in each package added to the src.tpp file for the package even if it is not documented.
