Subject: Issues with new stable release 3211
Posted by BioBytes on Sat, 19 Feb 2011 14:26:17 GMT
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Hi all,

All was perfect with U++ until I uploaded the new stable release 3211 for win32. Irun the IDE under Vista home premium edition and I compile my projects with MSC9 (SDK Vista). The new error messages I got now are :

c:\dvt\upp\uppsrc\painter\BufferPainter.h(270) : error C2143: syntax error : missing '}' before 'constant'
c:\dvt\upp\uppsrc\painter\BufferPainter.h(271) : error C2143: syntax error : missing ';' before '}'
c:\dvt\upp\uppsrc\painter\BufferPainter.h(271) : error C2238: unexpected token(s) preceding ';'
c:\dvt\upp\uppsrc\painter\BufferPainter.h(312) : error C2530: 'Upp::ib' : references must be initialized
c:\dvt\upp\uppsrc\painter\BufferPainter.h(334) : error C2512: 'Upp::Rasterizer' : no appropriate default constructor available
c:\dvt\upp\uppsrc\painter\BufferPainter.h(341) : error C2255: 'friend' : not allowed outside of a class definition
c:\dvt\upp\uppsrc\painter\BufferPainter.h(363) : error C2059: syntax error : 'public'
c:\dvt\upp\uppsrc\painter\BufferPainter.h(364) : error C2143: syntax error : missing ')' before '&'
c:\dvt\upp\uppsrc\painter\BufferPainter.h(364) : error C2143: syntax error : missing ';' before '&'
c:\dvt\upp\uppsrc\painter\BufferPainter.h(364) : error C4430: missing type specifier - int assumed. Note: C++ does not support default-int

c:\dvt\upp\uppsrc\painter\BufferPainter.h(364) : error C2371: 'Upp::ib' : redefinition; different basic types
	c:\dvt\upp\uppsrc\painter\BufferPainter.h(312) : see declaration of 'Upp::ib'
c:\dvt\upp\uppsrc\painter\BufferPainter.h(364) : error C2530: 'Upp::ib' : references must be initialized
c:\dvt\upp\uppsrc\painter\BufferPainter.h(364) : error C2062: type 'int' unexpected
c:\dvt\upp\uppsrc\painter\BufferPainter.h(364) : error C2059: syntax error : ')'
C:\Dvt\upp\uppsrc\Painter/Painter.h(321) : error C2146: syntax error : missing ';' before identifier 'ib'
C:\Dvt\upp\uppsrc\Painter/Painter.h(321) : error C4430: missing type specifier - int assumed. Note: C++ does not support default-int
C:\Dvt\upp\uppsrc\Painter/Painter.h(321) : error C4430: missing type specifier - int assumed. Note: C++ does not support default-int
C:\Dvt\upp\uppsrc\Painter/Painter.h(324) : error C2614: 'ImageBuffer__' : illegal member initialization: 'ib' is not a base or member
C:\Dvt\upp\uppsrc\Painter/Painter.h(332) : error C2039: 'ib' : is not a member of 'ImageBuffer__'
	C:\Dvt\upp\uppsrc\Painter/Painter.h(319) : see declaration of 'ImageBuffer__'
C:\Dvt\upp\uppsrc\Painter/Painter.h(404) : error C2059: syntax error : '}'
C:\Dvt\upp\uppsrc\Painter/Painter.h(404) : error C2143: syntax error : missing ';' before '}'
C:\Dvt\upp\uppsrc\Painter/Painter.h(404) : error C2059: syntax error : '}'
C:\Dvt\upp\bazaar\Functions4U/Functions4U_Gui.h(10) : error C2065: 'img' : undeclared identifier
C:\Dvt\upp\bazaar\Functions4U/Functions4U_Gui.h(10) : error C2062: type 'int' unexpected

C:\Dvt\upp\bazaar\Functions4U/Functions4U_Gui.h(10) : error C2143: syntax error : missing ';' before '{'
C:\Dvt\upp\bazaar\Functions4U/Functions4U_Gui.h(10) : error C2447: '{' : missing function header (old-style formal list?)
C:\Dvt\upp\bazaar\Controls4U/Controls4U.h(15) : error C2061: syntax error : identifier 'ImageBuffer'
$blitz.cpp
EatMe: 2 file(s) built in (0:03.90), 1950 msecs / file, duration = 6287 msecs, parallelization 28%

There were errors. (0:10.81)

I reviewed the header file of BufferPainter and found the first error for the compiler is :

```
enum {
  MOVE, LINE, QUADRATIC, CUBIC, DIV, CHAR
 };
```

I do not understand at all. I made no other change except uploading the install exe file for 3211-win32 and now none of my projects needing Controls4U/Functions4U and of course painter can be compiled.

Please is anyone has experienced this issue and how to fix it ?

Thanks and regards

Biobytes

Subject: Re: Issues with new stable release 3211
Posted by koldo on Sat, 19 Feb 2011 15:03:00 GMT
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Hello BioBytes

I cannot reproduce the problem. Please compile a sample (from Reference, Bazaar, ...) and post the compiler output.

Subject: Re: Issues with new stable release 3211
Posted by BioBytes on Sat, 19 Feb 2011 18:11:21 GMT
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Hi Koldo,

Thank you for advice. I tried to compile Controls4U_Demo in Bazaar and all other demos and all was ok. So I revert to my own projects directory and tried to compile a project needing Controls4U and Functions4U and the same error concerning the BufferPainter.h file occured again.

I am completely lost

What is your opinion

regards
biobytes

Subject: Re: Issues with new stable release 3211
Posted by koldo on Sat, 19 Feb 2011 20:07:34 GMT
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Hello BioBytes

BufferPainter.h has not been changed recently.

The only reason I can imagine is that there is something in the code before the line:

#include <CtrlLib/CtrlLib.h>

that crash with BufferPainter.h.

Could you show the code from the beginning of the .cpp file to the #include <CtrlLib/CtrlLib.h> where the BufferPainter.h error appears?

Subject: Re: Issues with new stable release 3211
Posted by BioBytes on Sun, 20 Feb 2011 17:41:21 GMT
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Hi Koldo,

Thank you for helping. Here is the final messages obtained after rebuilding all my projet (EatMe: a BaghChal game) :

----- CtrlLib (GUI MSC9 DEBUG DEBUG_FULL BLITZ WIN32 MSC) (1 / 21)
BLITZ: LabelBase.cpp Button.cpp Switch.cpp EditField.cpp Text.cpp LineEdit.cpp DocEdit.cpp ScrollBar.cpp HeaderCtrl.cpp ArrayCtrl.cpp Mult
iButton.cpp PopupTable.cpp DropList.cpp DropChoice.cpp Static.cpp Splitter.cpp FrameSplitter.cpp SliderCtrl.cpp ColumnList.cpp Progres
s.cpp AKeys.cpp RichTextView.cpp Prompt.cpp Help.cpp DateTimeCtrl.cpp Bar.cpp MenuItem.cpp MenuBar.cpp ToolButton.cpp ToolBar.cpp Tool
Tip.cpp StatusBar.cpp TabCtrl.cpp TreeCtrl.cpp DropTree.cpp DlgColor.cpp ColorPopup.cpp ColorPusher.cpp FileList.cpp FileSel.cpp FileS
elUtil.cpp PrinterJob.cpp Windows.cpp Win32.cpp TrayIconWin32.cpp TrayIconX11.cpp CtrlUtil.cpp Update.cpp LNGCtrl.cpp Ch.cpp ChGtk.cpp

ChWin32.cpp
----- Controls4U (GUI MSC9 DEBUG DEBUG_FULL BLITZ WIN32 MSC) (2 / 21)
BLITZ: Controls4U.cpp ActiveX.cpp IExplorerBrowser.cpp FirefoxBrowser.cpp VLCPlayer.cpp CtrlLib.icpp
$blitz.cpp
----- CtrlCore (GUI MSC9 DEBUG DEBUG_FULL BLITZ WIN32 MSC) (3 / 21)
BLITZ: DrawWin32.cpp DrawOpWin32.cpp DrawTextWin32.cpp ImageWin32.cpp MetaFile.cpp DrawX11.cpp DrawOpX11.cpp DrawTextX11.cpp ImageX11.cpp
 BackDraw.cpp SystemDraw.cpp DrawUtil.cpp Frame.cpp CtrlMt.cpp Ctrl.cpp CtrlChild.cpp CtrlPos.cpp CtrlDraw.cpp CtrlMouse.cpp CtrlKbd.cp
 p CtrlTimer.cpp CtrlClip.cpp LocalLoop.cpp Xmlize.cpp TopWindow.cpp Win32Wnd.cpp Win32Clip.cpp Win32DnD.cpp Win32Proc.cpp TopWin32.cpp
  DHCtrl.cpp X11Wnd.cpp X11Proc.cpp TopWinX11.cpp X11Clip.cpp X11DnD.cpp X11ImgClip.cpp X11App.cpp X11DHCtrl.cpp ParseRTF.cpp EncodeRTF
 .cpp
$blitz.cpp
CtrlLib: 53 file(s) built in (0:08.37), 158 msecs / file, duration = 9563 msecs, parallelization 100%
axvlc_idl.c
Controls4U: 6 file(s) built in (0:03.42), 571 msecs / file, duration = 10078 msecs, parallelization 100%
----- Draw (GUI MSC9 DEBUG DEBUG_FULL BLITZ WIN32 MSC) (4 / 21)
BLITZ: DrawLock.cpp Font.cpp FontCR.cpp FontWin32.cpp FontFc.cpp Draw.cpp DrawText.cpp DrawData.cpp Drawing.cpp ImageAnyDraw.cpp DrawUtil.
 cpp DrawTextUtil.cpp Display.cpp Image.cpp ImageBlit.cpp RasterFormat.cpp RasterWrite.cpp Palette.cpp Raster.cpp RasterEncoder.cpp Ima
 geOp.cpp ImageChOp.cpp ImageScale.cpp MakeCache.cpp DrawRasterData.cpp Cham.cpp SSettings.cpp
CtrlCore.icpp
----- plugin/bmp (GUI MSC9 DEBUG DEBUG_FULL BLITZ WIN32 MSC) (5 / 21)
BLITZ: Bmp.cpp BmpWrite.cpp Icon.cpp
$blitz.cpp
CtrlCore: 42 file(s) built in (0:03.48), 83 msecs / file, duration = 6942 msecs, parallelization 100%
$blitz.cpp
----- RichText (GUI MSC9 DEBUG DEBUG_FULL BLITZ WIN32 MSC) (6 / 21)
BLITZ: Object.cpp ParaData.cpp ParaType.cpp ParaPaint.cpp TxtData.cpp TxtPaint.cpp TxtOp.cpp Format.cpp TableCell.cpp TableLayout.cpp Tabl
 ePaint.cpp TableData.cpp TextPaint.cpp TextStyle.cpp TextData.cpp TextTable.cpp EncodeQtf.cpp ParseQtf.cpp EncodeHTML.cpp Util.cpp
BmpReg.icpp
$blitz.cpp
Draw: 27 file(s) built in (0:02.28), 84 msecs / file, duration = 5507 msecs, parallelization 100%
plugin/bmp: 4 file(s) built in (0:02.33), 583 msecs / file, duration = 6271 msecs, parallelization 100%
----- Core (GUI MSC9 DEBUG DEBUG_FULL BLITZ WIN32 MSC) (7 / 21)
RichImage.icpp
BLITZ: Cpu.cpp Mt.cpp sheap.cpp String.cpp WString.cpp StrUtil.cpp Bom.cpp Path.cpp NetNode.cpp App.cpp Stream.cpp BlockStream.cpp Log.cpp

Debug.cpp Util.cpp mathutil.cpp Random.cpp LocalProcess.cpp Vcont.cpp Hash.cpp Callback.cpp TimeDate.cpp Value.cpp Format.cpp Convert
.cpp Color.cpp Gtypes.cpp t.cpp Lang.cpp LangInfo.cpp parser.cpp XML.cpp Xmlize.cpp Uuid.cpp Ptr.cpp z.cpp Topic.cpp CoWork.cpp MD5.cp
p SHA1.cpp Dli.cpp Win32Util.cpp
$blitz.cpp
RichText: 21 file(s) built in (0:02.90), 138 msecs / file, duration = 4290 msecs, parallelization 100%
OL_Set.cpp
heaputil.cpp
lheap.cpp
heap.cpp
heapdbg.cpp
----- plugin/z (GUI MSC9 DEBUG DEBUG_FULL BLITZ WIN32 MSC) (8 / 21)
$blitz.cpp
adler32.c
compress.c
CharSet.cpp
Core: 48 file(s) built in (0:08.97), 187 msecs / file, duration = 11591 msecs, parallelization 100%
crc32.c
deflate.c
gzio.c
C:\Dvt\upp\uppsrc\plugin\z\lib\gzio.c(131) : warning C4996: 'strcpy': This function or variable may be unsafe. Consider using strcpy_s ins
tead. To disable deprecation, use _CRT_SECURE_NO_WARNINGS. See online help for details.
C:\Program Files\Microsoft Visual Studio 9.0\Vc\Include\string.h(74) : see declaration of 'strcpy'
C:\Dvt\upp\uppsrc\plugin\z\lib\gzio.c(181) : warning C4996: 'fopen': This function or variable may be unsafe. Consider using fopen_s inste
ad. To disable deprecation, use _CRT_SECURE_NO_WARNINGS. See online help for details.
C:\Program Files\Microsoft Visual Studio 9.0\Vc\Include\stdio.h(237) : see declaration of 'fopen'
C:\Dvt\upp\uppsrc\plugin\z\lib\gzio.c(226) : warning C4996: 'sprintf': This function or variable may be unsafe. Consider using sprintf_s i
nstead. To disable deprecation, use _CRT_SECURE_NO_WARNINGS. See online help for details.
C:\Program Files\Microsoft Visual Studio 9.0\Vc\Include\stdio.h(366) : see declaration of 'sprintf'
C:\Dvt\upp\uppsrc\plugin\z\lib\gzio.c(627) : warning C4996: 'vsnprintf': This function or variable may be unsafe. Consider using vsnprintf
_s instead. To disable deprecation, use _CRT_SECURE_NO_WARNINGS. See online help for details.
C:\Program Files\Microsoft Visual Studio 9.0\Vc\Include\stdio.h(350) : see declaration of 'vsnprintf'
C:\Dvt\upp\uppsrc\plugin\z\lib\gzio.c(1001) : warning C4996: 'strerror': This function or variable may be unsafe. Consider using strerror_
s instead. To disable deprecation, use _CRT_SECURE_NO_WARNINGS. See online help for details.

C:\Program Files\Microsoft Visual Studio 9.0\Vc\Include\string.h(126) : see declaration of 'strerror'
C:\Dvt\upp\uppsrc\plugin\z\lib\gzio.c(1008) : warning C4996: 'strcpy': This function or variable may be unsafe. Consider using strcpy_s in
stead. To disable deprecation, use _CRT_SECURE_NO_WARNINGS. See online help for details.
C:\Program Files\Microsoft Visual Studio 9.0\Vc\Include\string.h(74) : see declaration of 'strcpy'
C:\Dvt\upp\uppsrc\plugin\z\lib\gzio.c(1009) : warning C4996: 'strcat': This function or variable may be unsafe. Consider using strcat_s in
stead. To disable deprecation, use _CRT_SECURE_NO_WARNINGS. See online help for details.
C:\Program Files\Microsoft Visual Studio 9.0\Vc\Include\string.h(79) : see declaration of 'strcat'
C:\Dvt\upp\uppsrc\plugin\z\lib\gzio.c(1010) : warning C4996: 'strcat': This function or variable may be unsafe. Consider using strcat_s in
stead. To disable deprecation, use _CRT_SECURE_NO_WARNINGS. See online help for details.
C:\Program Files\Microsoft Visual Studio 9.0\Vc\Include\string.h(79) : see declaration of 'strcat'
infback.c
inffast.c
inftrees.c
trees.c
----- plugin/png (GUI MSC9 DEBUG DEBUG_FULL BLITZ WIN32 MSC) (9 / 21)
inflate.c
uncompr.c
pnglib.c
c:\dvt\upp\uppsrc\plugin\png\lib/png.c(683) : warning C4996: '_snprintf': This function or variable may be unsafe. Consider using _snprint
f_s instead. To disable deprecation, use _CRT_SECURE_NO_WARNINGS. See online help for details.
C:\Program Files\Microsoft Visual Studio 9.0\Vc\Include\stdio.h(358) : see declaration of '_snprintf'
c:\dvt\upp\uppsrc\plugin\png\lib/pngerror.c(168) : warning C4996: 'strncpy': This function or variable may be unsafe. Consider using strnc
py_s instead. To disable deprecation, use _CRT_SECURE_NO_WARNINGS. See online help for details.
C:\Program Files\Microsoft Visual Studio 9.0\Vc\Include\string.h(157) : see declaration of 'strncpy'
c:\dvt\upp\uppsrc\plugin\png\lib/pngread.c(116) : warning C4996: '_snprintf': This function or variable may be unsafe. Consider using _snp
rintf_s instead. To disable deprecation, use _CRT_SECURE_NO_WARNINGS. See online help for details.
C:\Program Files\Microsoft Visual Studio 9.0\Vc\Include\stdio.h(358) : see declaration of '_snprintf'
c:\dvt\upp\uppsrc\plugin\png\lib/pngread.c(121) : warning C4996: '_snprintf': This function or variable may be unsafe. Consider using _snp

rintf_s instead. To disable deprecation, use _CRT_SECURE_NO_WARNINGS. See online help for details.
C:\Program Files\Microsoft Visual Studio 9.0\Vc\Include\stdio.h(358) : see declaration of '_snprintf'
c:\dvt\upp\uppsrc\plugin\png\lib/pngread.c(198) : warning C4996: '_snprintf': This function or variable may be unsafe. Consider using _snp
rintf_s instead. To disable deprecation, use _CRT_SECURE_NO_WARNINGS. See online help for details.
C:\Program Files\Microsoft Visual Studio 9.0\Vc\Include\stdio.h(358) : see declaration of '_snprintf'
c:\dvt\upp\uppsrc\plugin\png\lib/pngread.c(203) : warning C4996: '_snprintf': This function or variable may be unsafe. Consider using _snp
rintf_s instead. To disable deprecation, use _CRT_SECURE_NO_WARNINGS. See online help for details.
C:\Program Files\Microsoft Visual Studio 9.0\Vc\Include\stdio.h(358) : see declaration of '_snprintf'
c:\dvt\upp\uppsrc\plugin\png\lib/pngrtran.c(1269) : warning C4996: '_snprintf': This function or variable may be unsafe. Consider using _s
nprintf_s instead. To disable deprecation, use _CRT_SECURE_NO_WARNINGS. See online help for details.
C:\Program Files\Microsoft Visual Studio 9.0\Vc\Include\stdio.h(358) : see declaration of '_snprintf'
c:\dvt\upp\uppsrc\plugin\png\lib/pngrutil.c(2227) : warning C4996: 'strncpy': This function or variable may be unsafe. Consider using strn
cpy_s instead. To disable deprecation, use _CRT_SECURE_NO_WARNINGS. See online help for details.
C:\Program Files\Microsoft Visual Studio 9.0\Vc\Include\string.h(157) : see declaration of 'strncpy'
c:\dvt\upp\uppsrc\plugin\png\lib/pngset.c(693) : warning C4996: 'strncpy': This function or variable may be unsafe. Consider using strncpy
_s instead. To disable deprecation, use _CRT_SECURE_NO_WARNINGS. See online help for details.
C:\Program Files\Microsoft Visual Studio 9.0\Vc\Include\string.h(157) : see declaration of 'strncpy'
c:\dvt\upp\uppsrc\plugin\png\lib/pngset.c(984) : warning C4996: 'strncpy': This function or variable may be unsafe. Consider using strncpy
_s instead. To disable deprecation, use _CRT_SECURE_NO_WARNINGS. See online help for details.
C:\Program Files\Microsoft Visual Studio 9.0\Vc\Include\string.h(157) : see declaration of 'strncpy'
c:\dvt\upp\uppsrc\plugin\png\lib/pngset.c(1042) : warning C4996: 'strncpy': This function or variable may be unsafe. Consider using strncp
y_s instead. To disable deprecation, use _CRT_SECURE_NO_WARNINGS. See online help for details.
C:\Program Files\Microsoft Visual Studio 9.0\Vc\Include\string.h(157) : see declaration of 'strncpy'
c:\dvt\upp\uppsrc\plugin\png\lib/pngwrite.c(417) : warning C4996: 'gmtime': This function or variable may be unsafe. Consider using gmtime

_s instead. To disable deprecation, use _CRT_SECURE_NO_WARNINGS. See online help for details.
C:\Program Files\Microsoft Visual Studio 9.0\Vc\Include\time.inl(101) : see declaration of 'gmtime'
c:\dvt\upp\uppsrc\plugin\png\lib/pngwrite.c(509) : warning C4996: '_snprintf': This function or variable may be unsafe. Consider using _sn
printf_s instead. To disable deprecation, use _CRT_SECURE_NO_WARNINGS. See online help for details.
C:\Program Files\Microsoft Visual Studio 9.0\Vc\Include\stdio.h(358) : see declaration of '_snprintf'
c:\dvt\upp\uppsrc\plugin\png\lib/pngwrite.c(514) : warning C4996: '_snprintf': This function or variable may be unsafe. Consider using _sn
printf_s instead. To disable deprecation, use _CRT_SECURE_NO_WARNINGS. See online help for details.
C:\Program Files\Microsoft Visual Studio 9.0\Vc\Include\stdio.h(358) : see declaration of '_snprintf'
c:\dvt\upp\uppsrc\plugin\png\lib/pngwrite.c(581) : warning C4996: '_snprintf': This function or variable may be unsafe. Consider using _sn
printf_s instead. To disable deprecation, use _CRT_SECURE_NO_WARNINGS. See online help for details.
C:\Program Files\Microsoft Visual Studio 9.0\Vc\Include\stdio.h(358) : see declaration of '_snprintf'
c:\dvt\upp\uppsrc\plugin\png\lib/pngwrite.c(586) : warning C4996: '_snprintf': This function or variable may be unsafe. Consider using _sn
printf_s instead. To disable deprecation, use _CRT_SECURE_NO_WARNINGS. See online help for details.
C:\Program Files\Microsoft Visual Studio 9.0\Vc\Include\stdio.h(358) : see declaration of '_snprintf'
c:\dvt\upp\uppsrc\plugin\png\lib/pngwutil.c(185) : warning C4996: '_snprintf': This function or variable may be unsafe. Consider using _sn
printf_s instead. To disable deprecation, use _CRT_SECURE_NO_WARNINGS. See online help for details.
C:\Program Files\Microsoft Visual Studio 9.0\Vc\Include\stdio.h(358) : see declaration of '_snprintf'
c:\dvt\upp\uppsrc\plugin\png\lib/pngwutil.c(1241) : warning C4996: '_snprintf': This function or variable may be unsafe. Consider using _s
nprintf_s instead. To disable deprecation, use _CRT_SECURE_NO_WARNINGS. See online help for details.
C:\Program Files\Microsoft Visual Studio 9.0\Vc\Include\stdio.h(358) : see declaration of '_snprintf'
c:\dvt\upp\uppsrc\plugin\png\lib/pngwutil.c(1626) : warning C4996: '_snprintf': This function or variable may be unsafe. Consider using _s
nprintf_s instead. To disable deprecation, use _CRT_SECURE_NO_WARNINGS. See online help for details.
C:\Program Files\Microsoft Visual Studio 9.0\Vc\Include\stdio.h(358) : see declaration of '_snprintf'
c:\dvt\upp\uppsrc\plugin\png\lib/pngwutil.c(1628) : warning C4996: '_snprintf': This function or variable may be unsafe. Consider using _s

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 nprintf_s instead. To disable deprecation, use _CRT_SECURE_NO_WARNINGS. See online
help for details.
        C:\Program Files\Microsoft Visual Studio 9.0\Vc\Include\stdio.h(358) : see declaration of
'_snprintf'
zutil.c
plugin/z: 12 file(s) built in (0:00.77), 64 msecs / file, duration = 3432 msecs, parallelization 100%
----- Functions4U ( GUI MSC9 DEBUG DEBUG_FULL BLITZ WIN32 MSC ) (10 / 21)
pngreg.icpp
BLITZ: Functions4U.cpp Functions4U_Gui.cpp QtfEquation.cpp StaticPlugin.cpp GatherTpp.cpp
SvgColors.cpp bsadditional.cpp bsdiff.cpp bspatc
 h.cpp
----- Painter ( GUI MSC9 DEBUG DEBUG_FULL BLITZ WIN32 MSC ) (11 / 21)
BLITZ: Painter.cpp SvgArc.cpp PainterPath.cpp FontWin32.cpp FontX11.cpp DrawOp.cpp
Painting.cpp Xform2D.cpp Approximate.cpp Stroker.cpp Da
 sher.cpp Transformer.cpp Interpolator.cpp Rasterizer.cpp RasterizerClip.cpp Path.cpp
Context.cpp Fillers.cpp RenderChar.cpp Render.cpp
  Image.cpp Mask.cpp Gradient.cpp RadialGradient.cpp OnPath.cpp
pngupp.cpp
plugin/png: 3 file(s) built in (0:02.13), 712 msecs / file, duration = 2433 msecs, parallelization
100%
$blitz.cpp
----- plugin/bz2 ( GUI MSC9 DEBUG DEBUG_FULL BLITZ WIN32 MSC ) (12 / 21)
PaintPainting.icpp
Painter: 26 file(s) built in (0:02.81), 108 msecs / file, duration = 6115 msecs, parallelization 100%
bz2upp.cpp
$blitz.cpp
Functions4U: 9 file(s) built in (0:03.06), 340 msecs / file, duration = 7847 msecs, parallelization
100%
blocksort.c
bzlib.c
C:\Dvt\upp\uppsrc\plugin\bz2\lib\bzlib.c(1439) : warning C4996: 'strcat': This function or variable
may be unsafe. Consider using strcat_s
  instead. To disable deprecation, use _CRT_SECURE_NO_WARNINGS. See online help for
details.
        C:\Program Files\Microsoft Visual Studio 9.0\Vc\Include\string.h(79) : see declaration of
'strcat'
C:\Dvt\upp\uppsrc\plugin\bz2\lib\bzlib.c(1440) : warning C4996: 'strcat': This function or variable
may be unsafe. Consider using strcat_s
  instead. To disable deprecation, use _CRT_SECURE_NO_WARNINGS. See online help for
details.
        C:\Program Files\Microsoft Visual Studio 9.0\Vc\Include\string.h(79) : see declaration of
'strcat'
C:\Dvt\upp\uppsrc\plugin\bz2\lib\bzlib.c(1445) : warning C4996: 'setmode': The POSIX name for
this item is deprecated. Instead, use the IS
 O C++ conformant name: _setmode. See online help for details.
        C:\Program Files\Microsoft Visual Studio 9.0\Vc\Include\io.h(318) : see declaration of
'setmode'
C:\Dvt\upp\uppsrc\plugin\bz2\lib\bzlib.c(1445) : warning C4996: 'fileno': The POSIX name for this
```

```
item is deprecated. Instead, use the ISO
  C++ conformant name: _fileno. See online help for details.
        C:\Program Files\Microsoft Visual Studio 9.0\Vc\Include\stdio.h(722) : see declaration of
'fileno'
C:\Dvt\upp\uppsrc\plugin\bz2\lib\bzlib.c(1447) : warning C4996: 'fopen': This function or variable
may be unsafe. Consider using fopen_s i
 nstead. To disable deprecation, use _CRT_SECURE_NO_WARNINGS. See online help for
details.
        C:\Program Files\Microsoft Visual Studio 9.0\Vc\Include\stdio.h(237) : see declaration of
'fopen'
C:\Dvt\upp\uppsrc\plugin\bz2\lib\bzlib.c(1453) : warning C4996: 'fdopen': The POSIX name for this
item is deprecated. Instead, use the ISO
  C++ conformant name: _fdopen. See online help for details.
        C:\Program Files\Microsoft Visual Studio 9.0\Vc\Include\stdio.h(720) : see declaration of
'fdopen'
crctable.c
compress.c
huffman.c
----- Web ( GUI MSC9 DEBUG DEBUG_FULL BLITZ WIN32 MSC ) (13 / 21)
BLITZ: util.cpp md5.cpp html.cpp socket.cpp httpsrv.cpp httpcli.cpp auth.cpp smtp.cpp sproc.cpp
ScgiServer.cpp
decompress.c
$blitz.cpp
----- ide/Browser ( GUI MSC9 DEBUG DEBUG_FULL BLITZ WIN32 MSC ) (14 / 21)
BLITZ: Lay.cpp Sch.cpp Base.cpp Util.cpp Item.cpp ItemDisplay.cpp CodeBrowser.cpp
TopicBase.cpp Reference.cpp File.cpp Topic.cpp Template.
 cpp Link.cpp TopicWin.cpp Move.cpp CodeRef.cpp
randtable.c
plugin/bz2: 8 file(s) built in (0:02.90), 362 msecs / file, duration = 5460 msecs, parallelization
100%
Web_init.icpp
Web: 11 file(s) built in (0:02.73), 248 msecs / file, duration = 3698 msecs, parallelization 100%
----- CppBase ( GUI MSC9 DEBUG DEBUG_FULL BLITZ WIN32 MSC ) (15 / 21)
BLITZ: Pre.cpp cpplex.cpp Parser.cpp Base.cpp Scopefo.cpp Qualify.cpp
TopicI.icpp
----- ide/Common ( GUI MSC9 DEBUG DEBUG_FULL BLITZ WIN32 MSC ) (16 / 21)
BLITZ: ComDlg.cpp Module.cpp Util.cpp
$blitz.cpp
----- PdfDraw ( GUI MSC9 DEBUG DEBUG_FULL BLITZ WIN32 MSC ) (17 / 21)
BLITZ: TTFStream.cpp TTFStruct.cpp TTFReader.cpp TTFSubset.cpp PdfDraw.cpp
$blitz.cpp
ide/Browser: 17 file(s) built in (0:05.48), 322 msecs / file, duration = 8674 msecs, parallelization
100%
CppBase: 6 file(s) built in (0:01.02), 171 msecs / file, duration = 6739 msecs, parallelization 100%
$blitz.cpp
----- RichEdit ( GUI MSC9 DEBUG DEBUG_FULL BLITZ WIN32 MSC ) (18 / 21)
BLITZ: Ruler.cpp UnitEdit.cpp Editor.cpp Speller.cpp Kbd.cpp Mouse.cpp Cursor.cpp Undo.cpp
Modify.cpp Formating.cpp FormatDlg.cpp ParaForm
```

```
 at.cpp TableUndo.cpp Table.cpp Find.cpp Tool.cpp Clip.cpp StyleKeys.cpp
PdfReport.icpp
$blitz.cpp
ide/Common: 3 file(s) built in (0:01.94), 648 msecs / file, duration = 4867 msecs, parallelization
100%
PdfDraw: 6 file(s) built in (0:02.30), 383 msecs / file, duration = 5913 msecs, parallelization 100%
----- ide/Core ( GUI MSC9 DEBUG DEBUG_FULL BLITZ WIN32 MSC ) (19 / 21)
RichEdit.icpp
BLITZ: Core.cpp Hdepend.cpp Package.cpp Workspace.cpp usc.cpp Host.cpp
----- Esc ( GUI MSC9 DEBUG DEBUG_FULL BLITZ WIN32 MSC ) (20 / 21)
BLITZ: EscValue.cpp EscArray.cpp EscMap.cpp Esc.cpp EscRun.cpp EscStdLib.cpp Value.cpp
$blitz.cpp
----- EatMe ( GUI MAIN MSC9 DEBUG DEBUG_FULL BLITZ WIN32 MSC ) (21 / 21)
BLITZ: Game.cpp EatMemain.cpp
emRes.rc
$blitz.cpp
RichEdit: 19 file(s) built in (0:04.65), 244 msecs / file, duration = 6115 msecs, parallelization 100%
$blitz.cpp
Esc: 7 file(s) built in (0:01.10), 157 msecs / file, duration = 2372 msecs, parallelization 100%
ide/Core: 6 file(s) built in (0:01.53), 255 msecs / file, duration = 6817 msecs, parallelization 100%
Microsoft (R) Windows (R) Resource Compiler Version 6.0.5724.0
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c:\dvt\upp\uppsrc\painter\BufferPainter.h(266) : error C2143: syntax error : missing '}' before
'constant'
c:\dvt\upp\uppsrc\painter\BufferPainter.h(267) : error C2143: syntax error : missing ';' before '}'
c:\dvt\upp\uppsrc\painter\BufferPainter.h(267) : error C2238: unexpected token(s) preceding ';'
c:\dvt\upp\uppsrc\painter\BufferPainter.h(308) : error C2530: 'Upp::ib' : references must be
initialized
c:\dvt\upp\uppsrc\painter\BufferPainter.h(330) : error C2512: 'Upp::Rasterizer' : no appropriate
default constructor available
c:\dvt\upp\uppsrc\painter\BufferPainter.h(337) : error C2255: 'friend' : not allowed outside of a
class definition
c:\dvt\upp\uppsrc\painter\BufferPainter.h(359) : error C2059: syntax error : 'public'
c:\dvt\upp\uppsrc\painter\BufferPainter.h(360) : error C2143: syntax error : missing ')' before '&'
c:\dvt\upp\uppsrc\painter\BufferPainter.h(360) : error C2143: syntax error : missing ';' before '&'
c:\dvt\upp\uppsrc\painter\BufferPainter.h(360) : error C4430: missing type specifier - int assumed.
Note: C++ does not support default-int

c:\dvt\upp\uppsrc\painter\BufferPainter.h(360) : error C2371: 'Upp::ib' : redefinition; different basic
types
        c:\dvt\upp\uppsrc\painter\BufferPainter.h(308) : see declaration of 'Upp::ib'
c:\dvt\upp\uppsrc\painter\BufferPainter.h(360) : error C2530: 'Upp::ib' : references must be
initialized
c:\dvt\upp\uppsrc\painter\BufferPainter.h(360) : error C2062: type 'int' unexpected
c:\dvt\upp\uppsrc\painter\BufferPainter.h(360) : error C2059: syntax error : ')'
C:\Dvt\upp\uppsrc\Painter/Painter.h(321) : error C2146: syntax error : missing ';' before identifier
'ib'
```

C:\Dvt\upp\uppsrc\Painter/Painter.h(321) : error C4430: missing type specifier - int assumed. Note: C++ does not support default-int
C:\Dvt\upp\uppsrc\Painter/Painter.h(321) : error C4430: missing type specifier - int assumed. Note: C++ does not support default-int
C:\Dvt\upp\uppsrc\Painter/Painter.h(324) : error C2614: 'ImageBuffer__' : illegal member initialization: 'ib' is not a base or member
C:\Dvt\upp\uppsrc\Painter/Painter.h(332) : error C2039: 'ib' : is not a member of 'ImageBuffer__'
        C:\Dvt\upp\uppsrc\Painter/Painter.h(319) : see declaration of 'ImageBuffer__'
C:\Dvt\upp\uppsrc\Painter/Painter.h(404) : error C2059: syntax error : '}'
C:\Dvt\upp\uppsrc\Painter/Painter.h(404) : error C2143: syntax error : missing ';' before '}'
C:\Dvt\upp\uppsrc\Painter/Painter.h(404) : error C2059: syntax error : '}'
C:\Dvt\upp\bazaar\Functions4U/Functions4U_Gui.h(10) : error C2065: 'img' : undeclared identifier
C:\Dvt\upp\bazaar\Functions4U/Functions4U_Gui.h(10) : error C2062: type 'int' unexpected
C:\Dvt\upp\bazaar\Functions4U/Functions4U_Gui.h(10) : error C2143: syntax error : missing ';' before '{'
C:\Dvt\upp\bazaar\Functions4U/Functions4U_Gui.h(10) : error C2447: '{' : missing function header (old-style formal list?)
C:\Dvt\upp\bazaar\Controls4U/Controls4U.h(15) : error C2061: syntax error : identifier 'ImageBuffer'
$blitz.cpp
EatMe: 3 file(s) built in (0:04.17), 1391 msecs / file, duration = 6864 msecs, parallelization 22%

There were errors. (1:10.35)

The header file structure for the main file is as follows:

```
#ifndef _EatMe_EatMe_h
#define _EatMe_EatMe_h

#include "CtrlLib/CtrlLib.h"
#include "Controls4U/Controls4U.h"
#include "Functions4U/Functions4U.h"
#include "Game.h"


using namespace Upp;

#define LAYOUTFILE <EatMe/EatMe.lay>
#include <CtrlCore/lay.h>

#define IMAGEFILE <EatMe/EatMe.iml>
#include <Draw/iml_header.h>


struct param
{
 int tigerPlayer;
 int goatPlayer;
 int level;
```

```
 bool advice;
};

struct emLabel : public Label
{
  public:
  void SetGamePosition(Vector<int>& position);
  void SetNewGameStatus(bool status);
  bool GetNewGameStatus();
  Vector<int> GetGamePosition();

  virtual void Paint(Draw& w);

  emLabel();

  private:
  bool newGame;
  Vector<int> gamePosition;

  void DoPainting(Draw& w);
};


 /*---------------------------------------------------------- -----------*/
/*             DECLARATIONS DU DIALOGUE                        */
/*              DE LA LICENCE                              */
 /*---------------------------------------------------------- -----------*/

class emInfoLicenseDlg : public WithemInfoLicenseLayout<TopWindow> {
 typedef emInfoLicenseDlg CLASSNAME;

public:
 emInfoLicenseDlg();
};

 /*---------------------------------------------------------- -----------*/
/*             DECLARATIONS DU DIALOGUE                        */
/*              PARAMETRAGE DU JEU                         */
 /*---------------------------------------------------------- -----------*/
class emParamGameDlg : public WithemParamGameLayout<TopWindow> {
 typedef emParamGameDlg CLASSNAME;

public:
 param GetParam();

 emParamGameDlg();
};
```

```
 /*---------------------------------------------------------- ----------*/

 /*---------------------------------------------------------- ----------*/
/*             DECLARATIONS DU DIALOGUE                       */
/*            INFORMATION SUR L'AUTEUR                       */
 /*---------------------------------------------------------- ----------*/
class emInfoAuthorDlg : public WithemInfoAuthorLayout<TopWindow> {
 typedef emInfoAuthorDlg CLASSNAME;

public:
 emInfoAuthorDlg();
};
 /*---------------------------------------------------------- ----------*/

class emMainWin : public WithemMainWinLayout<TopWindow> {
public:
 typedef emMainWin CLASSNAME;

 Point GetColLine(Point mousePosition);
 virtual void LeftDown(Point p,dword flags);

 emGame game;

 emMainWin();

private:
 void AddGoatToken();
 void ShowGameItems(bool flag);
 void ShowAuthor();
 void ShowLicense();
 void ShowHelp();
 void ExitGame();
 void SetGame();
 void SaveGame();
 void LoadGame();
 void NewGame();
 void SetMainMenu(Bar& bar);
 void SetGameMenu(Bar& bar);
 void SetInfoMenu(Bar& bar);

 param gameSettings;
 String path,nameExe;
 FileSel emFileSel;

 MenuBar emMainMenu;
 emInfoAuthorDlg InfoAuthorWin;
 emParamGameDlg ParamGameWin;
 emInfoLicenseDlg emInfoLicenseWin;
```

```
 ColumnList emMovesList;
 emLabel gameLabel;
};

#endif
```

Game.h is the header file for game object, here is the code for the cpp file:

```
#include "Game.h"

emGame::emGame()
{
   numGoatsAlive=20;
   numGoatsToPlace=20;
   numDeadGoats=0;

  for(unsigned int i=0;i<7;i++)board.Add(-1);
  board.Add(OUTBOARD);board.Add(TIGER);

  board.Add(EMPTY);board.Add(EMPTY);board.Add(EMPTY);
  board.Add(TIGER);board.Add(OUTBOARD);

  for(unsigned int j=0;j<3;j++)
  {
     board.Add(OUTBOARD);board.Add(EMPTY);board.Add(EMPTY);
      board.Add(EMPTY);board.Add(EMPTY);board.Add(EMPTY);board.Add (OUTBOARD);
  }

   board.Add(OUTBOARD);board.Add(TIGER);

   board.Add(EMPTY);board.Add(EMPTY);board.Add(EMPTY);
   board.Add(TIGER);board.Add(OUTBOARD);

   for(unsigned int k=0;k<7;k++)board.Add(OUTBOARD);

   gameParameters.advice=false;
   gameParameters.goatPlayer=COMPUTER;
   gameParameters.tigerPlayer=COMPUTER;
   gameParameters.level=0;

   moves.Clear();
}

emGame::~emGame()
{
  board.Clear();
  moves.Clear();
}
```

```
void emGame::Serialize(Stream& s)
{
   s % numGoatsToPlace % numDeadGoats;

   for(int i=0;i<board.GetCount();i++)
      s % board.At(i);

   for(int j=0;j<moves.GetCount();j++)
      s % moves.At(j);
}


void emGame::setPlayParameters(int pTiger,int pGoat,int pLevel,bool pAdvice)
{
    gameParameters.advice=pAdvice;
    gameParameters.tigerPlayer=pTiger;
    gameParameters.goatPlayer=pGoat;
    gameParameters.level=pLevel;
}



Point emGame::whereIsTokenSelected(int token)
{
 int position;
 Point coordinates;

 switch(token)
 {
  case GOAT : for(int i=0;i<board.GetCount();i++)if(board.At(i)==GOATSEL)
              {
                 position = i;
                 break;
              }

              break;


  case TIGER : for(int i=0;i<board.GetCount();i++)if(board.At(i)==TIGERSEL)
              {
                 position = i;
                 break;
              }

              break;
 }
```

```
 coordinates.x = position%7;
 coordinates.y = position/7;

 return coordinates;
}


bool emGame::isSelected(int token)
{
 bool ret;

 ret=false;

 switch(token)
 {
  case GOAT : for(int i=0;i<board.GetCount();i++)if(board.At(i)==GOATSEL)ret=true;
        break;

  case TIGER : for(int i=0;i<board.GetCount();i++)if(board.At(i)==TIGERSEL)ret=true;
         break;
 }

 return ret;
}


setting emGame::getPlayParameters()
{
  return gameParameters;
}


Vector<String> emGame::loadMoves()
{
  return moves;
}


void emGame::setNumDeadGoats(int num)
{
 numDeadGoats = num;
}


void emGame::setNumGoatsToPlace(int num)
{
 numGoatsToPlace = num;
}
```

```
int emGame::getTokenAtPosition(int pos)
{
 int token;

 switch(board.At(pos))
 {
  case GOAT: token = GOAT;
       break;

  case GOATSEL: token = GOATSEL;
       break;

  case TIGER: token = TIGER;
     break;

  case TIGERSEL: token = TIGERSEL;
       break;

  case EMPTY: token = EMPTY;
            break;

  case OUTBOARD: token = OUTBOARD;
       break;
 }

 return token;
}

int emGame::getNumGoatsAlive()
{
  return 20-numDeadGoats;
}


int emGame::getNumGoatsToPlace()
{
  return numGoatsToPlace;
}


int emGame::getNumDeadGoats()
{
  return numDeadGoats;
}
```

```
void emGame::setTokenPosition(int token,int pos)
{
 board.At(pos) = token;
}


Vector<int> emGame::getBoardGame()
{
 Vector<int> tab;

 tab<<=board;
 return tab;
}

void emGame::setGamePhase(int phase)
{
 gamePhase = phase;
}

int emGame::getGamePhase()
{
 return gamePhase;
}
```

What is strange is that I did not change anything in the code that worked perfectly before installing the 3211 version.

Regards

Biobytes

Subject: Re: Issues with new stable release 3211
Posted by BioBytes on Sun, 20 Feb 2011 21:21:09 GMT
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Good evening Koldo,

I have some news. After digging in the source code, I tried to compile the project without the game.h and game.cpp files (this files describe the declarations and methods of object game) and the projet compiled with success.

This means that the issue is in the code of these 2 files that are inserted in the main project.

I think I got the error. The "include game.h" line in the EatMe.h file was set before the declarations :

```
#include "CtrlLib/CtrlLib.h"
```

#include "Controls4U/Controls4U.h"
#include "Functions4U/Functions4U.h"

This must be included after the above lines. Another mistake was the first line of the game header : I replaced

#ifndef _EatMe_GAME_h
#define _EatMe_GAME_h

by

#ifndef GAME_h
#define GAME_h

Now all is compiling perfectly.

Please all comments are welcome.

Have a nice week

regards
biobytes

Subject: Re: Issues with new stable release 3211
Posted by koldo on Sun, 20 Feb 2011 22:50:40 GMT
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Hello Patrick

Excellent news.

Quote:I think I got the error. The "include game.h" line in the EatMe.h file was set before the declarations :

#include "CtrlLib/CtrlLib.h"I supposed that something before CtrlLib.h crash with it.

You are right, I would put everything after CtrlLib.h. include.

However in the code you enclose, you put:

#ifndef _EatMe_EatMe_h
#define _EatMe_EatMe_h

#include "CtrlLib/CtrlLib.h"
#include "Controls4U/Controls4U.h"
#include "Functions4U/Functions4U.h"
#include "Game.h"

So Game.h include is after all the rest.

Anyway, if you find yourself in a terrible situation, it is good to go to a safe and known place... , I mean, compile using "Rebuild all" (the little bomb) the samples you trust and, if everything runs ok, prepare the simplest possible testcase based in your failing project. You will find the problem this way (perhaps not the solution but, to find the problem is the 90% of the effort, of course if you use U++)

Subject: Re: Issues with new stable release 3211
Posted by mirek on Mon, 21 Feb 2011 01:45:35 GMT
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koldo wrote on Sun, 20 February 2011 17:50Hello Patrick

Excellent news.

Quote:I think I got the error. The "include game.h" line in the EatMe.h file was set before the declarations :

#include "CtrlLib/CtrlLib.h"I supposed that something before CtrlLib.h crash with it.

You are right, I would put everything after CtrlLib.h. include.

However in the code you enclose, you put:

```
#ifndef _EatMe_EatMe_h
#define _EatMe_EatMe_h

#include "CtrlLib/CtrlLib.h"
#include "Controls4U/Controls4U.h"
#include "Functions4U/Functions4U.h"
#include "Game.h"
```

Note: Use <> instead of " for those includes (<CtrlLib/CtrlLib.h>)

" means, at least for GCC, "look into the same directory as is the file", while <> means "search all dirs in include path".

Mirek

Subject: Re: Issues with new stable release 3211
Posted by BioBytes on Mon, 21 Feb 2011 18:34:04 GMT
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Hi Koldo and Mirek,

Thanks to both for recommendations and comments. I have noticed something else. It seems that blitz should not implemented in my project with game.h and game.cpp files not generated with U++ interface. When blitz is deactivated, no compiler error output is obtained.

any idea?

Cheers

Biobytes
