
Subject: Issues with new stable release 3211

Posted by [BioBytes](#) on Sat, 19 Feb 2011 14:26:17 GMT

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

Hi all,

All was perfect with U++ until I uploaded the new stable release 3211 for win32. I run 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 msec / file, duration = 6287 msec, 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
[View Forum Message](#) <> [Reply to Message](#)

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

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

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

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.cpp
 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 msec / file, duration = 9563 msec, parallelization 100%
 axvlc_idl.c
 Controls4U: 6 file(s) built in (0:03.42), 571 msec / file, duration = 10078 msec, 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 msec / file, duration = 6942 msec, 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 msec / file, duration = 5507 msec, parallelization 100%
 plugin/bmp: 4 file(s) built in (0:02.33), 583 msec / file, duration = 6271 msec, 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 msec / file, duration = 4290 msec, 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 msec / file, duration = 11591 msec, 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

thead. 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'

infbck.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 _snprintf_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 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\pngread.c(116) : warning C4996: '_snprintf': This function or variable may be unsafe. Consider using _snprintf_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 _snprintf_s instead. To disable deprecation, use _CRT_SECURE_NO_WARNINGS. See online help for details.

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 `_snprintf_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 `_snprintf_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\pngtran.c(1269) : warning C4996: `'_snprintf'`: This function or variable may be unsafe. Consider using `_snprintf_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\pngutil.c(2227) : 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(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 `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\pngwrite.c(417) : warning C4996: `'gmtime'`: This function or variable may be unsafe. Consider using `gmtime_s`

_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 `_snprintf_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 `_snprintf_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 `_snprintf_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 `_snprintf_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 `_snprintf_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 `_snprintf_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 `_snprintf_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 `_snprintf_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'

zutil.c

plugin/z: 12 file(s) built in (0:00.77), 64 msec / file, duration = 3432 msec, 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 msec / file, duration = 2433 msec, 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 msec / file, duration = 6115 msec, parallelization 100%

bz2upp.cpp

\$blitz.cpp

Functions4U: 9 file(s) built in (0:03.06), 340 msec / file, duration = 7847 msec, 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 msec / file, duration = 5460 msec, parallelization 100%

Web_init.icpp

Web: 11 file(s) built in (0:02.73), 248 msec / file, duration = 3698 msec, parallelization 100%

----- CppBase (GUI MSC9 DEBUG DEBUG_FULL BLITZ WIN32 MSC) (15 / 21)

BLITZ: Pre.cpp cplex.cpp Parser.cpp Base.cpp Scopefo.cpp Qualify.cpp

Topic1.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 msec / file, duration = 8674 msec, parallelization 100%

CppBase: 6 file(s) built in (0:01.02), 171 msec / file, duration = 6739 msec, 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 msec / file, duration = 4867 msec, parallelization 100%
PdfDraw: 6 file(s) built in (0:02.30), 383 msec / file, duration = 5913 msec, 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 msec / file, duration = 6115 msec, parallelization 100%
\$blitz.cpp
Esc: 7 file(s) built in (0:01.10), 157 msec / file, duration = 2372 msec, parallelization 100%
ide/Core: 6 file(s) built in (0:01.53), 255 msec / file, duration = 6817 msec, parallelization 100%
Microsoft (R) Windows (R) Resource Compiler Version 6.0.5724.0
Copyright (C) Microsoft Corporation. All rights reserved.

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

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

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

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

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
