Subject: Compiling issue with U++ 5010
Posted by BioBytes on Tue, 29 May 2012 08:39:22 GMT

View Forum Message <> Reply to Message

Hello,

I would like to inform that I got a compiling problem with last update of U++ (5010). I use MSC9 or
MSC10 under Win XP and in debug mode (either enabling blitz or not), I got the following error:

---- GridCtrl (GUI MT MSC9 DEBUG DEBUG_FULL WIN32 MSC) (8 / 32)
GridCtrl.cpp
d:\materiel\upp\uppsrc\core\JSON.h(114) : error C2039: 'Jsonize' : is not a member of
'Upp::Value'
        d:\materiel\upp\uppsrc\core\OldValue.h(66) : see declaration of 'Upp::Value'
        d:\materiel\upp\uppsrc\core\JSON.h(209) : see reference to function template instantiation
'void Upp:
 :Jsonize<T>(Upp::JsonIO &,T &)' being compiled
        with
        [
            T=Upp::Value
        ]
        d:\materiel\upp\uppsrc\core\JSON.h(227) : see reference to function template instantiation
'void Upp:
 :JsonizeArray<Upp::Vector<T>,T>(Upp::JsonIO &,Upp::Vector<T> &)' being compiled
        with
        [
            T=Upp::Value
        ]
        d:\materiel\upp\uppsrc\core\JSON.h(209) : see reference to function template instantiation
'void Upp:
 :Jsonize<Upp::Value>(Upp::JsonIO &,Upp::Vector<T> &)' being compiled
        with
        [
            T=Upp::Value
        ]
        d:\materiel\upp\uppsrc\core\JSON.h(227) : see reference to function template instantiation
'void Upp:
 :JsonizeArray<Upp::Vector<T>,T>(Upp::JsonIO &,Upp::Vector<T> &)' being compiled
        with
        [
            T=Upp::Vector<Upp::Value>
        ]
        d:\materiel\upp\uppsrc\core\JSON.h(124) : see reference to function template instantiation
'void Upp:
 :Jsonize<Upp::Vector<T>>(Upp::JsonIO &,Upp::Vector<Upp::Vector<T>> &)' being compiled
        with
        [

```
        T=Upp::Value
    ]
    D:\Materiel\upp\uppsrc\GridCtrl\GridCtrl.cpp(8329) : see reference to function template
instantiation
  'Upp::JsonIO &Upp::JsonIO::operator ()<Upp::Vector<T>>(const char *,Upp::Vector<T> &)' being
compiled
    with
    [
        T=Upp::Vector<Upp::Value>
    ]
```

GridDisplay.cpp
GridText.cpp
GridBase.cpp
GridSort.cpp
GridUtils.cpp
GridCtrl: 6 file(s) built in (0:41.07), 6846 msecs / file, duration = 41187 msecs

There were errors. (22:45.92)

This seems an error linked to a modification of GridCtrl.cpp (?!).

Anybody has an idea ? Perhaps Daniel could have a look to GridCtrl code ?

Thanks in advance

Biobytes

Subject: Re: Compiling issue with U++ 5010
Posted by mirek on Tue, 29 May 2012 15:24:48 GMT
View Forum Message <> Reply to Message

This looks like GridCtrl supports Jsonize, but you have not active "new Value" (old Value does not
support Jsonize).

Try to add "SVO_VALUE" to your main package config (this should not be normally necessarry,
but you can try this to isolate the problem...)

Subject: Re: Compiling issue with U++ 5010
Posted by BioBytes on Tue, 29 May 2012 21:20:40 GMT
View Forum Message <> Reply to Message

Hello Mirek,

Thank you very much for your reply. Adding SVO_VALUE to the main configuration of my project solves the compilation issue.

Please let me know when the code corresponding to Value has been changed as I did not notice this problem using U++ 4959. I think this important information should be specified for users. Perhaps it has been done and I missed it .

Thanks again for your smart support as usual.

Regards

Biobytes

Subject: Re: Compiling issue with U++ 5010
Posted by mirek on Thu, 31 May 2012 05:38:44 GMT
View Forum Message <> Reply to Message

BioBytes wrote on Tue, 29 May 2012 17:20Hello Mirek,

Thank you very much for your reply. Adding SVO_VALUE to the main configuration of my project solves the compilation issue.

Please let me know when the code corresponding to Value has been changed as I did not notice this problem using U++ 4959. I think this important information should be specified for users. Perhaps it has been done and I missed it .

Please check this:

 http://www.ultimatepp.org/forum/index.php?t=msg&th=6661& amp;start=0&

Subject: Re: Compiling issue with U++ 5010
Posted by mirek on Thu, 31 May 2012 05:57:23 GMT
View Forum Message <> Reply to Message

Found a problem in installation generator, should be fixed now...

Subject: Re: Compiling issue with U++ 5010
Posted by BioBytes on Thu, 31 May 2012 12:36:45 GMT
View Forum Message <> Reply to Message

Thank you Mirek,

I try as soon as possible the last update

Biobytes

Doesn't appear to be fixed but then there don't appear to have been any new "nightly" builds for while. Am I missing something? All the links on the downloads page appear to be out of date.

Nick

Hi Nick,

Yes nightly builds seem stopped on Upp 5021 for a several days I guess.

I still have some issues with new Value and some CtrlLib items.

I do not know why no update are yet posted.

Perhaps Mirek is overloaded.

Is anybody has some information about ?

_____

Regards

Biobytes

Hello BioBytes and Nixnixnix

The problem seems to be that the server is close to the limit of its capacity to compile uppweb.

Mirek is trying to solve this problem but of course any help is acknowledged.

Subject: Re: Compiling issue with U++ 5010
Posted by BioBytes on Fri, 15 Jun 2012 18:38:21 GMT

Hello Koldo,

Thank you for your reply and information about the nightly builds.

Which help is needed ? I should tell that my knowledge in server and web topics is unfortunately very limited

_____

Kind regards

Biobytes

Subject: Re: Compiling issue with U++ 5010
Posted by koldo on Fri, 15 Jun 2012 21:25:43 GMT

Hello Biobytes

Thank you for your interest. As U++ web is generated by an U++ package called uppweb, all .tpp files and web is loaded in memory.

So either we buy Mirek a bigger server or we reduce uppweb package memory needs. This requires certain knowledge of this application.

Subject: Re: Compiling issue with U++ 5010
Posted by mirek on Sat, 16 Jun 2012 10:52:54 GMT

koldo wrote on Fri, 15 June 2012 17:25Hello Biobytes

Thank you for your interest. As U++ web is generated by an U++ package called uppweb, all .tpp files and web is loaded in memory.

So either we buy Mirek a bigger server or we reduce uppweb package memory needs. This requires certain knowledge of this application.

Problems with nightly build are not related to website recompilation.

In fact, it was only a glitch in MakeInstall4 package... (unresolved svn conflict).

Subject: Re: Compiling issue with U++ 5010
Posted by koldo on Sat, 16 Jun 2012 15:10:28 GMT

Sorry Mirek. It was a misunderstood from my side.

At least from your words I understand that the problem is easier to solve