Subject: Console data not searchable
Posted by nlneilson on Sat, 13 Apr 2013 04:24:00 GMT
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When compiling ide.h it took about 10 minutes and ended with errors.  I tried using the 'Find' in the Console window to find what the errors were with no luck.

Is this a problem with my setup or is this normal in Upp.

I downloaded the latest daily and with M$C12 it compiles ide.h fine but with M$C9 it does not.

Subject: Re: Console data not searchable
Posted by dolik.rce on Sat, 13 Apr 2013 11:32:17 GMT
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nlneilson wrote on Sat, 13 April 2013 06:24When compiling ide.h it took about 10 minutes and ended with errors.  I tried using the 'Find' in the Console window to find what the errors were with no luck.
AFAIK there is no feature that would allow you to do arbitrary searches in the console. Pressing F4 can be used to step through the errors one by one. It moves you to appropriate position both in the source and in the console.

Best regards,
Honza

Subject: Re: Console data not searchable
Posted by nlneilson on Sat, 13 Apr 2013 19:30:24 GMT
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Thanks Honza I will try that.

Subject: Re: Console data not searchable
Posted by mirek on Tue, 16 Apr 2013 06:38:14 GMT
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BTW, if you rebuild all, it is worth to know that 3rd party plugin code generates a lot of warnings that saturate the console output and hide real errors in U++.

It is therefore sometimes a good idea, after such build, to do second build immediately - warnings are not errors and that is why second time those warning generating 3rd party files are not compiled again, which means you will see only "real" errors in U++/your code.

Mirek

Subject: Re: Console data not searchable
Posted by nlneilson on Tue, 16 Apr 2013 21:44:35 GMT
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The console data is much larger the first build and F4 does work.

Having the position both in the source and in the console is very good.