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Subject: Fatal error invalid memory access  
Posted by [slashupp](#) on Mon, 03 Feb 2014 17:00:59 GMT  
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..while I'm in the complaints department:

Don't know if it's a bug or not, but if I create a .cpp-file in a package with the same name as the package, then after a small number of edit's and compile's, theide crashes and then refuses to load the package when I select it at start-up giving the above error-message.

I get it to reload the package only if I rename the package & .upp-file OR the .cpp-file to something else.

Could be something that needs attention.

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Subject: Re: Fatal error invalid memory access  
Posted by [koldo](#) on Tue, 04 Feb 2014 07:11:40 GMT  
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Hello slashupp

Could you upload a sample package just "ready to crash"?

What system are you using?: Windows, Linux.

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Subject: Re: Fatal error invalid memory access  
Posted by [slashupp](#) on Wed, 05 Feb 2014 07:44:59 GMT  
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I'm using upp nightly 6840 on debian wheezy/sid.

I'll try to create such a package...(at moment am fire-fighting)

Another couple of things:

Irregularly (difficult to isolate) I get a segmentation-fault when editing a layout; I restart theide again & all is OK - for now I just live with it.

Had a strange case getting a theide seg-fault when loading my package where in my source-code I called at(0) on an empty std::string - changed my source (debugging uppsrc/ide-package in theide itself) to check that the string is not empty and theide then loaded my package:

Changed: if (s.at(0)!='#') { ... }  
to: if (s.length() && (s.at(0)!='#')) {...}  
(strange one this)

REALLY REALLY NEED a working debian package for theide  
especially a NOGTK version - I failed to create a stable NOGTK  
compile using input from another thread and is currently using  
the standard make / make install version from 6840

(I'm using theide to develop UI's for my own apps that has some  
urgency; I would have liked to but cannot really afford the time  
at the moment to assist in full debugging of theide - will do so  
once the urgent stuff is done)

Praise & thanks where it is deserved:  
theide makes building GUI's really easy and straight-forward  
and I like the intuitive-ness of it - thanks to all you devs

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Subject: Re: Fatal error invalid memory access  
Posted by [deep](#) on Wed, 05 Feb 2014 09:32:38 GMT  
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Hi,

Quote:then loaded my package:  
Changed: if (s.at(0)!='#') { ... }  
to: if (s.length() && (s.at(0)!='#')) {...}  
(strange one this)

Try this.

```
if (s.length()) {  
    if (s.at(0)!='#') {...}  
}
```

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Subject: Re: Fatal error invalid memory access  
Posted by [Klugier](#) on Wed, 05 Feb 2014 13:58:34 GMT  
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Hello slashupp,

You can use my script to compile Ultimate++ in X11 mode.

1. Copy all files included by me in this message to upp directory.
2. Execute following commands:

```
chmod +x compile.sh  
./compile.sh
```

3. Enjoy X11 IDE!

P.S.

Use at your own risk! (First, please check what script do).

Sincerely,  
Klugier

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### File Attachments

1) [TheIDE-X11-Script.tar.gz](#), downloaded 292 times

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Subject: Re: Fatal error invalid memory access

Posted by [slashupp](#) on Sat, 08 Feb 2014 07:59:07 GMT

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Hi deep

You're right with that, but you miss the point:

The entire theide crashes when it is loading my application's source (which contains that line) - THIS SHOULD NOT HAPPEN!

I should be able to write any kind of junk in my source files and fully expect theide to load them without complaint.

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Subject: Re: Fatal error invalid memory access

Posted by [slashupp](#) on Sat, 08 Feb 2014 08:10:34 GMT

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@klugier:

((P.S. Use at your own risk! (First, please check what script do). )) - noted: I am NOT a fan of bash (actually dislike[-hate-] the convoluted, cryptic, obscure syntax with a passion)

Quote:

1. Copy all files included by me in this message to upp directory.

Is this the installed upp-directory or the extracted sources one?

will give it a bash  
thx

---

Subject: Re: Fatal error invalid memory access  
Posted by [slashupp](#) on Sat, 08 Feb 2014 10:01:13 GMT  
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I've managed to narrow-down somewhat to a possible cause for theide crashing: it seems to have something to do with the <UUID?>.cache-files and/or "MyPkgName@MyWorkDir.cfg" that theide creates in ~/.upp/theide/cfg

If I delete "MyPkgName@MyWorkDir.cfg" theide loads the package most-times without crashing with the above error, other times I need to delete all the <UUID?>.cache-files as well

What I do now before I open a project is to delete both the above sets of files from ~/.upp/theide/cfg

What are these files for anyway? Are they really needed?  
For me they cause more harm, hassle and frustration than any perceivable benefit whatsoever.

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Subject: Re: Fatal error invalid memory access  
Posted by [Klugier](#) on Sat, 08 Feb 2014 11:48:39 GMT  
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Hello slashupp,

Quote:

((P.S. Use at your own risk! (First, please check what script do). )) - noted: I am NOT a fan of bash (actually dislike[-hate-] the convoluted, cryptic, obscure syntax with a passion)

So, what do you recomend insted of bash?

Quote:

Is this the installed upp-directory or the extracted sources one?

You should put it in "extracted sources" directory. Exactly the same place where you are typing "make" command.

Sincerely,

klugier

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Subject: Re: Fatal error invalid memory access  
Posted by [slashupp](#) on Sat, 08 Feb 2014 17:38:29 GMT  
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@klugier:

Done as you said with the scripts:

copied the new theide to my ~/bin (it is in my PATH)  
and ran it ...

1. doesn't do setup

I manually copied bazaar, ..., uppsrc, to ~/upp  
ran theide again:

2. no build methods

found GCC.bm and imported it

Tried to compile Addressbook example: failed because it could  
not find a load of headers from "/usr/include/gtk-2.0/..."  
Why is looking for gtk-stuff?

3. not "Enjoy X11 IDE!" yet

any suggestions?

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Subject: Re: Fatal error invalid memory access  
Posted by [Klugier](#) on Sat, 08 Feb 2014 18:45:07 GMT  
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Hello slashupp,

Quote:  
copied the new theide to my ~/bin (it is in my PATH)  
and ran it ...

It seems that you compile "x11 ide" successfully.

Quote:

I manually copied bazaar, ..., uppsrc, to ~/upp  
ran theide again:

Does IDE detect all necessary ultimate++ packages like CtrlLib, CtrlCore etc?

Quote:

found GCC.bm and imported it

Did you copy GCC.bm.in also?

Quote:

Tried to compile Addressbook example: failed because it could  
not find a load of headers from "/usr/include/gtk-2.0/..."

It is only the path for gtk headers. Remember that even if you have X11 IDE the executable is still  
compiling in full GTK mode. If you want to fully remove GTK from your project try following  
compilation flags:

X11 - Deletes GTK backend, but GTK theme can still be used. (GTK libraries are linked to yours  
executable file).

NOGTK - Fully remove gtk, no GTK theme. (GTK libraries are NOT linked to yours executable  
file).

Sincerely,  
Klugier

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Subject: Re: Fatal error invalid memory access

Posted by [dolik.rce](#) on Sat, 08 Feb 2014 19:58:10 GMT

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slashupp wrote on Sat, 08 February 2014 18:38copied the new theide to my ~/bin (it is in my  
PATH)  
and ran it ...

1. doesn't do setup

TheIDE only does setup when it detects ~/.upp doesn't exist. You can run it explicitly from theide  
itself, it is accessible from Setup -> Source management...

Best regards,  
Honza

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Subject: Re: Fatal error invalid memory access

Posted by [slashupp](#) on Sun, 09 Feb 2014 05:35:31 GMT

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I've copied mkfile and compile.sh into extracted source dir.  
I ran ./compile in extracted source dir - it compiled  
I deleted existing ~/.upp and ~/upp dirs.  
I copied theide into path-dir.  
I ran theide and I got what looks like X11 windows, it did not do setup; build methods are empty.  
I copied bazaar, ..., uppsrc to ~/upp  
I created build method GCC, and selected builder GCC.  
I create a new package (helloworld-style) and specify 'GUI SSE2 NOGTK'.  
Tried to do 'GCC Debug'-build and got:

```
----- CtrlLib ( GUI SSE2 NOGTK GCC DEBUG LINUX POSIX ) ( 1 / 9)
```

```
ChGtk.cpp
```

```
In file included from /home/slash/upp/uppsrc/CtrlLib/ChGtk.cpp:2:0:
```

```
/home/slash/upp/uppsrc/CtrlLib/ChGtk.h:9:21: fatal error: gtk/gtk.h: No such file or directory
```

```
#include <gtk/gtk.h>
```

```
^
```

```
compilation terminated.
```

```
CtrlLib: 1 file(s) built in (0:00.70), 701 msec / file, duration = 713 msec, parallelization 0%
```

```
There were errors. (0:00.71)
```

Can I ever become rid of gtk?

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Subject: Re: Fatal error invalid memory access

Posted by [dolik.rce](#) on Sun, 09 Feb 2014 08:42:42 GMT

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slashupp wrote on Sun, 09 February 2014 06:35 I create a new package (helloworld-style) and specify 'GUI SSE2 NOGTK'.

Tried to do 'GCC Debug'-build and got:

```
----- CtrlLib ( GUI SSE2 NOGTK GCC DEBUG LINUX POSIX ) ( 1 / 9)
```

```
ChGtk.cpp
```

```
In file included from /home/slash/upp/uppsrc/CtrlLib/ChGtk.cpp:2:0:
```

```
/home/slash/upp/uppsrc/CtrlLib/ChGtk.h:9:21: fatal error: gtk/gtk.h: No such file or directory
```

```
#include <gtk/gtk.h>
```

```
^
```

```
compilation terminated.
```

```
CtrlLib: 1 file(s) built in (0:00.70), 701 msec / file, duration = 713 msec, parallelization 0%
```

```
There were errors. (0:00.71)
```

Can I ever become rid of gtk?

What version of U++ sources do you have? This seems a lot like problem that was solved in revision 6698...

Best regards,  
Honza

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Subject: Re: Fatal error invalid memory access  
Posted by [dolik.rce](#) on Sun, 09 Feb 2014 08:54:28 GMT  
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slashuppah! now I'm starting to get the picture ...

The reason I need get rid of GTK is that I have build (B)LFS with minimal extras, only X11 with openbox for window management. Ok, that brings more sense into what you're trying to do

Quote: Can I add these flags to 'make -C uppsrc' in the domake script? Unfortunately, some things are pretty hard-coded in the makefile. I would recommend you to rather use the universal makefile. Just download the file, put it in the directory with unpacked sources and run this: `make -f mkfile PKG=ide NESTS=uppsrc LDFLAGS="-Wl,--gc-sections -Wl,-O,2" TIME= COLOR=0 USEMAINCFG=0 FLAGS="GUI NOGTK GCC" TARGET=$(pwd)/theide JOBS=5`. This should build theide without GTK. You can also use this for any other U++ package, just by tweaking the parameters a bit. Detailed documentation is inside the makefile.

Best regards,  
Honza