
Subject: U++ 2015.2 released (rev 9251)
Posted by [mirek](#) on Tue, 01 Dec 2015 19:37:48 GMT
[View Forum Message](#) <> [Reply to Message](#)

finally....

Subject: Re: U++ 2015.2 released (rev 9251)
Posted by [Tom1](#) on Tue, 01 Dec 2015 20:14:20 GMT
[View Forum Message](#) <> [Reply to Message](#)

Hi Mirek!

Congratulations for the new release and thanks again for your intensive work!

((Please check the references to the svn release number on the web front page. They seem to point at 9120.))

Best regards,

Tom

Subject: Re: U++ 2015.2 released (rev 9251)
Posted by [koldo](#) on Wed, 02 Dec 2015 07:24:32 GMT
[View Forum Message](#) <> [Reply to Message](#)

Excellent. Good news.

Subject: Re: U++ 2015.2 released (rev 9251)
Posted by [cbpporter](#) on Wed, 02 Dec 2015 09:39:46 GMT
[View Forum Message](#) <> [Reply to Message](#)

Thanks!

Updated.

Toolchain with 32-bit MINGW is no prepackaged?

Subject: Re: U++ 2015.2 released (rev 9251)
Posted by [mirek](#) on Wed, 02 Dec 2015 10:02:09 GMT
[View Forum Message](#) <> [Reply to Message](#)

32-bit is part of TDM64. All you need is to switch build method...

Subject: Re: U++ 2015.2 released (rev 9251)
Posted by [abductee](#) on Sun, 06 Dec 2015 10:26:03 GMT
[View Forum Message](#) <> [Reply to Message](#)

great work! i am using that version now.

- some of the bazaar things seem to be broken due to error C2248: 'Upp::Value::PolyCompare' : cannot access protected member declared in class 'Upp::Value'
- the Scrollbarwidth is still a mess if you want a a thick and a thin one on you LineEdit.

apart from that - AWESOME!

Subject: Re: U++ 2015.2 released (rev 9251)
Posted by [281264](#) on Mon, 07 Dec 2015 21:27:32 GMT
[View Forum Message](#) <> [Reply to Message](#)

Thank you.

The THISBACKs menu doesn't seem to work properly.

Best regards,

Javier

Subject: Re: U++ 2015.2 released (rev 9251)
Posted by [cbpporter](#) on Mon, 14 Dec 2015 12:13:38 GMT
[View Forum Message](#) <> [Reply to Message](#)

Well the debugger is still very unreliable. It sometimes jumps way too much when stepping over. I press F10 and it sometimes leaves me at a random point in the execution timeline that executes the line I have skipped. Using F11 to step into and the stepping over until the function calls end will suppress this skipping operation. If I put a breakpoints in the code that is skipped, it won't trigger.

Subject: Re: U++ 2015.2 released (rev 9251)
Posted by [mirek](#) on Mon, 14 Dec 2015 13:36:04 GMT
[View Forum Message](#) <> [Reply to Message](#)

cbpporter wrote on Mon, 14 December 2015 13:13 Well the debugger is still very unreliable. It sometimes jumps way too much when stepping over. I press F10 and it sometimes leaves me at a random point in the execution timeline that executes the line I have skipped. Using F11 to step into and the stepping over until the function calls end will suppress this skipping operation. If I put a breakpoints in the code that is skipped, it won't trigger.

It would be worth mentioning which platform you are referring

Anyway, I suppose it is .pdb. I agree, but I am afraid that we are limited to what is given to us by dbghelp.dll...

Mirek

Subject: Re: U++ 2015.2 released (rev 9251)
Posted by [cbpporter](#) on Mon, 14 Dec 2015 14:48:12 GMT
[View Forum Message](#) <> [Reply to Message](#)

Yeah, sorry about that. On Windows, VS 2010.

Though, I've spent the last couple of weeks unlearning bad C++ that is specific only to VS 2010 and prior. Thanks to the MINGW support in U++. VS 2010 has a bunch of handy stuff that is completely non-standard and I'm unlearning it .

Subject: Re: U++ 2015.2 released (rev 9251)
Posted by [cbpporter](#) on Mon, 14 Dec 2015 16:49:45 GMT
[View Forum Message](#) <> [Reply to Message](#)

Additionally, when trying to update to VS 2012 (since 2010 is becoming quite old, no C++11), TheIDE did not detect VS 2012/MSVC 11 using the legacy compilers option.

My tools have detected the following paths:

MSC 10 VS Path: C:\Program Files (x86)\Microsoft Visual Studio 10.0
MSC 10 SDK Path: C:\Program Files (x86)\Microsoft SDKs\Windows\v7.0A
MSC 10 SDK Lib32 Path: C:\Program Files (x86)\Microsoft SDKs\Windows\v7.0A\lib
MSC 11 VS Path: C:\Program Files (x86)\Microsoft Visual Studio 11.0
MSC 11 SDK Path: C:\Program Files (x86)\Windows Kits\8.0
MSC 11 SDK Lib32 Path: C:\Program Files (x86)\Windows Kits\8.0\lib\win8\um\x86
MSC 11 SDK Lib64 Path: C:\Program Files (x86)\Windows Kits\8.0\lib\win8\um\x64

They look correct to me...

TheIDE only detected: C:\Program Files (x86)\Microsoft Visual Studio 11.0.

Subject: Re: U++ 2015.2 released (rev 9251)
Posted by [mirek](#) on Mon, 14 Dec 2015 18:00:10 GMT
[View Forum Message](#) <> [Reply to Message](#)

We really support just VS2015.

I know that support for some of VS2012 versions had problems. Anyway, I could not justify the time fixing that, when 2012 C++ is not good enough for U++ pick/clone and VS2015 is finally good and available for free. That is why it is "legacy".

Subject: Re: U++ 2015.2 released (rev 9251)

Posted by [cbpporter](#) on Mon, 14 Dec 2015 21:31:03 GMT

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

mirek wrote on Mon, 14 December 2015 15:36cbpporter wrote on Mon, 14 December 2015 13:13Well the debugger is still very unreliable. It sometimes jumps way too much when stepping over. I press F10 and it sometimes leaves me at a random point in the execution timeline that executes the line I have skipped. Using F11 to step into and the stepping over until the function calls end will suppress this skipping operation. If I put a breakpoints in the code that is skipped, it won't trigger.

It would be worth mentioning which platform you are referring

Anyway, I suppose it is .pdb. I agree, but I am afraid that we are limited to what is given to us by dbghelp.dll...

Mirek

Next year I am going to have to develop a simple debugger and naturally I was going to look at TheIDE as inspiration. It's a shame that dbghelp has some problems, but I think it will still serve my needs well enough.

Quote:

We really support just VS2015.

I know that support for some of VS2012 versions had problems. Anyway, I could not justify the time fixing that, when 2012 C++ is not good enough for U++ pick/clone and VS2015 is finally good and available for free. That is why it is "legacy".

Ah OK! So only VS 2015. I will no longer report issues with previous versions then. But hopefully if I fill in the fields for the build methods manually it will still compile. I shall try tomorrow.
