Subject: TestScatter2 compile error
Posted by deep on Thu, 14 Jul 2016 07:05:15 GMT
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Hi,

Recently installed Lubuntu 16.04
UPP Version 9903(64bit)(GCC)(C++11) compiled from source

I am getting following errors

/root/upp/bazaar/Scatter/Scatter.cpp:1951:49: error: invalid conversion from 'long int' to 'Upp::CNULLer' [-fpermissive]

Second Error
/root/upp/bazaar/Scatter/Scatter.cpp:1951:49: error: no matching function for call to 'Upp::Event<Upp::String&, int, double>::Event(NULL)'
  popLT(Null), popRB(Null), showContextMenu(false)
                                                 ^
In file included from /root/upp/uppsrc/Core/Core.h:293:0,
                 from /root/upp/uppsrc/Draw/Draw.h:6,
                 from /root/upp/uppsrc/RichText/RichText.h:4,
                 from /root/upp/uppsrc/CtrlCore/CtrlCore.h:4,
                 from /root/upp/uppsrc/CtrlLib/CtrlLib.h:4,
                 from /root/upp/bazaar/Scatter/PopUpText.h:5,
                 from /root/upp/bazaar/Scatter/Scatter.h:9,
                 from /root/upp/bazaar/Scatter/Scatter.cpp:1,
                 from
/root/upp.out/examples-bazaar/Scatter/GCC.Debug.Debug_Full.Gui.Shared/$blitz.cpp:3:

Subject: Re: TestScatter2 compile error
Posted by koldo on Fri, 15 Jul 2016 20:56:07 GMT
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Hello Deepak

Bazaar/Scatter is unmaintained. It is acknowledged to use ScatterCtrl instead.

Subject: Re: TestScatter2 compile error
Posted by Klugier on Sat, 16 Jul 2016 15:44:42 GMT
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Hello Koldo,

I think we can remove all Scatter related packages from bazaar and keep only this in uppsrc. Having to the same packages (one newer that compiles and one older that does not) is definitely not good idea. Please notice that in the past we removed Docking from bazaar and keep only version in uppsrc.

What do you think - can we easily removed it from bazaar. If we have any examples in bazaar we can move it to regular upp examples. But we need to be sure that it works fine with latest U++.

Sincerely,
Klugier

Subject: Re: TestScatter2 compile error
Posted by koldo on Mon, 18 Jul 2016 12:01:37 GMT
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Yes, it is the best idea. It will be removed.

Subject: Re: TestScatter2 compile error [Using ScatterCtrl]
Posted by deep on Thu, 21 Jul 2016 05:19:26 GMT
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Hi,

Now I am using ScatterCtrl.

Moving from Scatter to ScatterCtrl

One major difference I noticed is
In Scatter Data series
Vector<XY> s1 can be released once it is added to scatter. It can have local scope.

But Vector<Pointf> s1 must exists after it is added to ScatterCtrl.

If s1 scope is local within function then program crashes with Assertion failed error.

It took quite some time to realize that my data series should have global scope.

Subject: Re: TestScatter2 compile error [Using ScatterCtrl]
Posted by koldo on Thu, 21 Jul 2016 06:55:59 GMT
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Yes, that's it. ScatterDraw does not store any data series.

When you add a data series to a ScatterDraw or ScatterCtrl (that is derived from ScatterDraw), ScatterDraw stores a reference to it and does not copy it. This way, when for example Paint() is called, original data series has to be available. If it is deleted, you will get an assert.