
Subject: 605rc2 released

Posted by [mirek](#) on Mon, 15 May 2006 06:56:31 GMT

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605 release highlights:

- "Hydra build" - multi-core building
 - XML parser refinements (faster, easier to use)
 - further Assist++ improvements
 - new Windows installer - download size reduced by 50%
-

Subject: Re: 605rc2 released

Posted by [mr_ped](#) on Mon, 15 May 2006 07:26:56 GMT

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Will you announce also on the main page this time?

Like 602 RC? Or is it still too early and you expect more bugs to pop?

Subject: Re: 605rc2 released

Posted by [mirek](#) on Mon, 15 May 2006 07:41:53 GMT

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mr_ped wrote on Mon, 15 May 2006 03:26: Will you announce also on the main page this time? Like 602 RC? Or is it still too early and you expect more bugs to pop?

Yes, I will. I hope this is stable enough to be renamed to 605 later... because it is time to finally start with the new Image (605 is maintenance release with original raster image infrastructure).

Mirek

Subject: Re: 605rc2 released

Posted by [Werner](#) on Tue, 16 May 2006 04:32:13 GMT

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Under Windows (XP) building the SDLEExample doesn't work with the MS Visual C++ 2005 Express Edition (whereas MINGW works fine).

You get the following error message:

```
"LIBCMT.lib(crt0init.obj) : warning LNK4098: defaultlib 'msvcrt.lib' conflicts with use of other libs; use /NODEFAULTLIB:library
...\out\MSC8.\SDLEExample.exe : fatal error LNK1169: one or more multiply defined symbols
```

found"

If you use `"/NODEFAULTLIB:msvcrt.lib"` you get "7 unresolved externals".

Maybe this is due to "If you link your program from the command line without a compiler option that specifies a C run-time library, the linker will use LIBCMT.LIB. This is different from previous versions of Visual C++ which used LIBC.LIB, the single-threaded library, instead." (MSDN)

The linker seems to miss a library. But so far I can't figure out which one.

Any ideas?

Werner

Subject: Re: 605rc2 released
Posted by [mirek](#) on Tue, 16 May 2006 06:24:22 GMT
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Werner

You have to switch the mode to "shared". Actually, I quite with this (I would like to see anything compiled as static in Win32/MSVC), but see no easy solution there.

Mirek

Subject: Re: 605rc2 released
Posted by [Werner](#) on Tue, 16 May 2006 16:02:24 GMT
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luzr wrote on Tue, 16 May 2006 08:24Werner wrote on Tue, 16 May 2006 00:32Under Windows (XP) building the SDLExample doesn't work with the MS Visual C++ 2005 Express Edition (whereas MINGW works fine).

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Mirek

Thanks! I have got it, although there was quite a time of confusion when I was trying to handle TheIDE as sort of Visual C++ ...

Werner

Subject: Re: 605rc2 released
Posted by [masu](#) on Thu, 18 May 2006 10:53:35 GMT
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luzr wrote on Mon, 15 May 2006 08:56605 release highlights:

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When will this version be in the svn repo?

I use svn to update my upp src tree for convenience reasons, but 17 is the last revision and it dates back to end of April.

I would like to test this version on FreeBSD.

Or is it possible to access upp src tree with uvs2 and if so, how?

Matthias

Subject: Re: 605rc2 released

Posted by [unodgs](#) on Thu, 18 May 2006 11:07:06 GMT

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Today I'm sorry for not updating svn more often. Recently I have a lot of work..

Subject: Re: 605rc2 released

Posted by [masu](#) on Thu, 18 May 2006 11:18:52 GMT

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unodgs wrote on Thu, 18 May 2006 13:07 Today I'm sorry for not updating svn more often. Recently I have a lot of work..

I checked out svn revision 19 and tried to build the IDE, but get an error about missing files: Raster.h and ImageOp.h included from Image.h

I searched for them under the upp root dir, but they are really missing.

Matthias

Subject: Re: 605rc2 released

Posted by [mr_ped](#) on Tue, 23 May 2006 19:49:39 GMT

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@Matthias: rather download the src file from main upp page, either RC2 or B605dev1.

@Mirek: so is the RC2 ok?

It's still not announced on the main page as 605RC (like 602RC was)

But most of the insiders are already running on 605dev1, so they will not test the RC anymore. I think there should be some public announcement about RC, or releasing the "stable" from it now

and fix any problem afterwards.

Because the developers versions moved to new Draw, if I do understand it correctly. IMHO it's good to keep your focus and momentum, and move onto 606+ soon.

Good luck.

Subject: Re: 605rc2 released

Posted by [mirek](#) on Tue, 23 May 2006 21:26:49 GMT

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Because the developers versions moved to new Draw, if I do understand it correctly. IMHO it's good to keep your focus and momentum, and move onto 606+ soon.

Good luck.

Sorry for the confusion, this time it is tricky:

605 (RC) version is WITHOUT new Draw. It is "stable" version before dust settles with the new Draw (which OTOH is becoming pretty quickly...)

B605-dev* version contain new Draw. I am not sure which one is on SVN... but I am afraid that already B605. Note that 'B'....

Mirek

Subject: Re: 605rc2 released

Posted by [mr_ped](#) on Wed, 24 May 2006 06:55:21 GMT

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So I did understand it correctly. (I tend to use 605dev1 for B605dev1 ... without that B).

That's exactly why I think the "old" 605 should be released ASAP, because almost everyone here will be soon working on B605 (which works without a hitch for me, can't tell the difference between 605 and B605), so the 605 will be "dead" for us anyway and will be more difficult to support it (for the newcomers who will very likely try out the "stable" version firstly) with every another day.

I don't want to put you down, instead I'm trying to encourage you to go ahead, let the 605 die^H^H^Hland in the public, and focus on B605 (606 ASAP IMHO, that B is ugly...)

Subject: Re: 605rc2 released
Posted by [mirek](#) on Wed, 24 May 2006 09:13:07 GMT
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Well, I agree, however, the purpos of "rc" letters is "wait if anybody complains for some serious bug"

605 codebase is freezed, so it would be possible to fix it there.

OTOH, it seems like the time has come to remove "rc"...

Mirek

Subject: Re: 605rc2 released
Posted by [zsolt](#) on Thu, 25 May 2006 22:27:30 GMT
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Currently I'm using RC on Windows and it seems to be stable, although I didn't try the examples.
