
Subject: Re: Issues with new stable release 3211
Posted by [BioBytes](#) on Sun, 20 Feb 2011 17:41:21 GMT
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Hi Koldo,

Thank you for helping. Here is the final messages obtained after rebuilding all my projet (EatMe: a BaghChal game) :

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----- CtrlLib ( GUI MSC9 DEBUG DEBUG_FULL BLITZ WIN32 MSC ) ( 1 / 21)
BLITZ: LabelBase.cpp Button.cpp Switch.cpp EditField.cpp Text.cpp LineEdit.cpp DocEdit.cpp
ScrollBar.cpp HeaderCtrl.cpp ArrayCtrl.cpp Mult
iButton.cpp PopupTable.cpp DropList.cpp DropChoice.cpp Static.cpp Splitter.cpp
FrameSplitter.cpp SliderCtrl.cpp ColumnList.cpp Progres
s.cpp AKeys.cpp RichTextView.cpp Prompt.cpp Help.cpp DateTimeCtrl.cpp Bar.cpp
MenuItem.cpp MenuBar.cpp ToolButton.cpp ToolBar.cpp Tool
Tip.cpp StatusBar.cpp TabCtrl.cpp TreeCtrl.cpp DropTree.cpp DlgColor.cpp ColorPopup.cpp
ColorPusher.cpp FileList.cpp FileSel.cpp FileS
elUtil.cpp PrinterJob.cpp Windows.cpp Win32.cpp TrayIconWin32.cpp TrayIconX11.cpp
CtrlUtil.cpp Update.cpp LNGCtrl.cpp Ch.cpp ChGtk.cpp
```

ChWin32.cpp

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----- Controls4U ( GUI MSC9 DEBUG DEBUG_FULL BLITZ WIN32 MSC ) ( 2 / 21)
BLITZ: Controls4U.cpp ActiveX.cpp IExplorerBrowser.cpp FirefoxBrowser.cpp VLCPlayer.cpp
CtrlLib.icpp
$blitz.cpp
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----- CtrlCore ( GUI MSC9 DEBUG DEBUG_FULL BLITZ WIN32 MSC ) ( 3 / 21)
BLITZ: DrawWin32.cpp DrawOpWin32.cpp DrawTextWin32.cpp ImageWin32.cpp MetaFile.cpp
DrawX11.cpp DrawOpX11.cpp DrawTextX11.cpp ImageX11.cpp
BackDraw.cpp SystemDraw.cpp DrawUtil.cpp Frame.cpp CtrlMt.cpp Ctrl.cpp CtrlChild.cpp
CtrlPos.cpp CtrlDraw.cpp CtrlMouse.cpp CtrlKbd.cp
p CtrlTimer.cpp CtrlClip.cpp LocalLoop.cpp Xmlize.cpp TopWindow.cpp Win32Wnd.cpp
Win32Clip.cpp Win32DnD.cpp Win32Proc.cpp TopWin32.cpp
DHCtrl.cpp X11Wnd.cpp X11Proc.cpp TopWinX11.cpp X11Clip.cpp X11DnD.cpp
X11ImgClip.cpp X11App.cpp X11DHCtrl.cpp ParseRTF.cpp EncodeRTF
.cpp
```

\$blitz.cpp

CtrlLib: 53 file(s) built in (0:08.37), 158 msec / file, duration = 9563 msec, parallelization 100%
axvlc_idl.c

Controls4U: 6 file(s) built in (0:03.42), 571 msec / file, duration = 10078 msec, parallelization 100%

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----- Draw ( GUI MSC9 DEBUG DEBUG_FULL BLITZ WIN32 MSC ) ( 4 / 21)
BLITZ: DrawLock.cpp Font.cpp FontCR.cpp FontWin32.cpp FontFc.cpp Draw.cpp DrawText.cpp
DrawData.cpp Drawing.cpp ImageAnyDraw.cpp DrawUtil.
cpp DrawTextUtil.cpp Display.cpp Image.cpp ImageBlit.cpp RasterFormat.cpp RasterWrite.cpp
Palette.cpp Raster.cpp RasterEncoder.cpp Ima
geOp.cpp ImageChOp.cpp ImageScale.cpp MakeCache.cpp DrawRasterData.cpp Cham.cpp
SSettings.cpp
```

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CtrlCore.icpp
----- plugin/bmp ( GUI MSC9 DEBUG DEBUG_FULL BLITZ WIN32 MSC ) ( 5 / 21 )
BLITZ: Bmp.cpp BmpWrite.cpp Icon.cpp
$blitz.cpp
CtrlCore: 42 file(s) built in (0:03.48), 83 msec / file, duration = 6942 msec, parallelization 100%
$blitz.cpp
----- RichText ( GUI MSC9 DEBUG DEBUG_FULL BLITZ WIN32 MSC ) ( 6 / 21 )
BLITZ: Object.cpp ParaData.cpp ParaType.cpp ParaPaint.cpp TxtData.cpp TxtPaint.cpp
TxtOp.cpp Format.cpp TableCell.cpp TableLayout.cpp Tabl
ePaint.cpp TableData.cpp TextPaint.cpp TextStyle.cpp TextData.cpp TextTable.cpp
EncodeQtf.cpp ParseQtf.cpp EncodeHTML.cpp Util.cpp
BmpReg.icpp
$blitz.cpp
Draw: 27 file(s) built in (0:02.28), 84 msec / file, duration = 5507 msec, parallelization 100%
plugin/bmp: 4 file(s) built in (0:02.33), 583 msec / file, duration = 6271 msec, parallelization
100%
----- Core ( GUI MSC9 DEBUG DEBUG_FULL BLITZ WIN32 MSC ) ( 7 / 21 )
RichImage.icpp
BLITZ: Cpu.cpp Mt.cpp sheap.cpp String.cpp WString.cpp StrUtil.cpp Bom.cpp Path.cpp
NetNode.cpp App.cpp Stream.cpp BlockStream.cpp Log.cpp
Debug.cpp Util.cpp mathutil.cpp Random.cpp LocalProcess.cpp Vcont.cpp Hash.cpp
Callback.cpp TimeDate.cpp Value.cpp Format.cpp Convert
.cpp Color.cpp Gtypes.cpp t.cpp Lang.cpp LangInfo.cpp parser.cpp XML.cpp Xmlize.cpp
Uuid.cpp Ptr.cpp z.cpp Topic.cpp CoWork.cpp MD5.cp
p SHA1.cpp Dli.cpp Win32Util.cpp
$blitz.cpp
RichText: 21 file(s) built in (0:02.90), 138 msec / file, duration = 4290 msec, parallelization
100%
OL_Set.cpp
heaputil.cpp
lheap.cpp
heap.cpp
heapdbg.cpp
----- plugin/z ( GUI MSC9 DEBUG DEBUG_FULL BLITZ WIN32 MSC ) ( 8 / 21 )
$blitz.cpp
adler32.c
compress.c
CharSet.cpp
Core: 48 file(s) built in (0:08.97), 187 msec / file, duration = 11591 msec, parallelization 100%
crc32.c
deflate.c
gzio.c
C:\Dvt\uppsrc\plugin\z\lib\gzio.c(131) : warning C4996: 'strcpy': This function or variable may
be unsafe. Consider using strcpy_s ins
tead. To disable deprecation, use _CRT_SECURE_NO_WARNINGS. See online help for details.
C:\Program Files\Microsoft Visual Studio 9.0\VC\Include\string.h(74) : see declaration of
'strcpy'
C:\Dvt\uppsrc\plugin\z\lib\gzio.c(181) : warning C4996: 'fopen': This function or variable may

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be unsafe. Consider using fopen_s instead. To disable deprecation, use _CRT_SECURE_NO_WARNINGS. See online help for details.
 C:\Program Files\Microsoft Visual Studio 9.0\VC\Include\stdio.h(237) : see declaration of 'fopen'

C:\Dvt\upp\uppsrc\plugin\z\lib\gzio.c(226) : warning C4996: 'sprintf': This function or variable may be unsafe. Consider using sprintf_s instead. To disable deprecation, use _CRT_SECURE_NO_WARNINGS. See online help for details.
 C:\Program Files\Microsoft Visual Studio 9.0\VC\Include\stdio.h(366) : see declaration of 'sprintf'

C:\Dvt\upp\uppsrc\plugin\z\lib\gzio.c(627) : warning C4996: 'vsnprintf': This function or variable may be unsafe. Consider using vsnprintf_s instead. To disable deprecation, use _CRT_SECURE_NO_WARNINGS. See online help for details.
 C:\Program Files\Microsoft Visual Studio 9.0\VC\Include\stdio.h(350) : see declaration of 'vsnprintf'

C:\Dvt\upp\uppsrc\plugin\z\lib\gzio.c(1001) : warning C4996: 'strerror': This function or variable may be unsafe. Consider using strerror_s instead. To disable deprecation, use _CRT_SECURE_NO_WARNINGS. See online help for details.
 C:\Program Files\Microsoft Visual Studio 9.0\VC\Include\string.h(126) : see declaration of 'strerror'

C:\Dvt\upp\uppsrc\plugin\z\lib\gzio.c(1008) : warning C4996: 'strcpy': This function or variable may be unsafe. Consider using strcpy_s instead. To disable deprecation, use _CRT_SECURE_NO_WARNINGS. See online help for details.
 C:\Program Files\Microsoft Visual Studio 9.0\VC\Include\string.h(74) : see declaration of 'strcpy'

C:\Dvt\upp\uppsrc\plugin\z\lib\gzio.c(1009) : warning C4996: 'strcat': This function or variable may be unsafe. Consider using strcat_s instead. To disable deprecation, use _CRT_SECURE_NO_WARNINGS. See online help for details.
 C:\Program Files\Microsoft Visual Studio 9.0\VC\Include\string.h(79) : see declaration of 'strcat'

C:\Dvt\upp\uppsrc\plugin\z\lib\gzio.c(1010) : warning C4996: 'strcat': This function or variable may be unsafe. Consider using strcat_s instead. To disable deprecation, use _CRT_SECURE_NO_WARNINGS. See online help for details.
 C:\Program Files\Microsoft Visual Studio 9.0\VC\Include\string.h(79) : see declaration of 'strcat'

infbck.c
 inffast.c
 inftrees.c
 trees.c
 ----- plugin/png (GUI MSC9 DEBUG DEBUG_FULL BLITZ WIN32 MSC) (9 / 21)
 inflate.c
 uncompr.c
 pnglib.c

c:\dvt\upp\uppsrc\plugin\png\lib\png.c(683) : warning C4996: '_snprintf': This function or variable may be unsafe. Consider using _snprintf_s instead. To disable deprecation, use _CRT_SECURE_NO_WARNINGS. See online help for details.

C:\Program Files\Microsoft Visual Studio 9.0\VC\Include\stdio.h(358) : see declaration of '_snprintf'

c:\dvt\upp\uppsrc\plugin\png\lib\pngerror.c(168) : warning C4996: 'strncpy': This function or variable may be unsafe. Consider using strncpy_s instead. To disable deprecation, use _CRT_SECURE_NO_WARNINGS. See online help for details.

C:\Program Files\Microsoft Visual Studio 9.0\VC\Include\string.h(157) : see declaration of 'strncpy'

c:\dvt\upp\uppsrc\plugin\png\lib\pngread.c(116) : warning C4996: '_snprintf': This function or variable may be unsafe. Consider using _snprintf_s instead. To disable deprecation, use _CRT_SECURE_NO_WARNINGS. See online help for details.

C:\Program Files\Microsoft Visual Studio 9.0\VC\Include\stdio.h(358) : see declaration of '_snprintf'

c:\dvt\upp\uppsrc\plugin\png\lib\pngread.c(121) : warning C4996: '_snprintf': This function or variable may be unsafe. Consider using _snprintf_s instead. To disable deprecation, use _CRT_SECURE_NO_WARNINGS. See online help for details.

C:\Program Files\Microsoft Visual Studio 9.0\VC\Include\stdio.h(358) : see declaration of '_snprintf'

c:\dvt\upp\uppsrc\plugin\png\lib\pngread.c(198) : warning C4996: '_snprintf': This function or variable may be unsafe. Consider using _snprintf_s instead. To disable deprecation, use _CRT_SECURE_NO_WARNINGS. See online help for details.

C:\Program Files\Microsoft Visual Studio 9.0\VC\Include\stdio.h(358) : see declaration of '_snprintf'

c:\dvt\upp\uppsrc\plugin\png\lib\pngread.c(203) : warning C4996: '_snprintf': This function or variable may be unsafe. Consider using _snprintf_s instead. To disable deprecation, use _CRT_SECURE_NO_WARNINGS. See online help for details.

C:\Program Files\Microsoft Visual Studio 9.0\VC\Include\stdio.h(358) : see declaration of '_snprintf'

c:\dvt\upp\uppsrc\plugin\png\lib\pngtran.c(1269) : warning C4996: '_snprintf': This function or variable may be unsafe. Consider using _snprintf_s instead. To disable deprecation, use _CRT_SECURE_NO_WARNINGS. See online help for details.

C:\Program Files\Microsoft Visual Studio 9.0\VC\Include\stdio.h(358) : see declaration of '_snprintf'

c:\dvt\upp\uppsrc\plugin\png\lib\pngutil.c(2227) : warning C4996: 'strncpy': This function or variable may be unsafe. Consider using strncpy_s instead. To disable deprecation, use _CRT_SECURE_NO_WARNINGS. See online help for details.

C:\Program Files\Microsoft Visual Studio 9.0\VC\Include\string.h(157) : see declaration of 'strncpy'

c:\dvt\upp\uppsrc\plugin\png\lib\pngset.c(693) : warning C4996: 'strncpy': This function or variable may be unsafe. Consider using strncpy_s instead. To disable deprecation, use _CRT_SECURE_NO_WARNINGS. See online help for details.

C:\Program Files\Microsoft Visual Studio 9.0\VC\Include\string.h(157) : see declaration of 'strncpy'

c:\dvt\upp\uppsrc\plugin\png\lib\pngset.c(984) : warning C4996: 'strncpy': This function or variable may be unsafe. Consider using strncpy_s instead. To disable deprecation, use _CRT_SECURE_NO_WARNINGS. See online help for details.

C:\Program Files\Microsoft Visual Studio 9.0\VC\Include\string.h(157) : see declaration of 'strncpy'

c:\dvt\upp\uppsrc\plugin\png\lib\pngset.c(1042) : warning C4996: 'strncpy': This function or variable may be unsafe. Consider using strncpy_s instead. To disable deprecation, use _CRT_SECURE_NO_WARNINGS. See online help for details.

C:\Program Files\Microsoft Visual Studio 9.0\VC\Include\string.h(157) : see declaration of 'strncpy'

c:\dvt\upp\uppsrc\plugin\png\lib\pngwrite.c(417) : warning C4996: 'gmtime': This function or variable may be unsafe. Consider using gmtime_s instead. To disable deprecation, use _CRT_SECURE_NO_WARNINGS. See online help for details.

C:\Program Files\Microsoft Visual Studio 9.0\VC\Include\time.inl(101) : see declaration of 'gmtime'

c:\dvt\upp\uppsrc\plugin\png\lib\pngwrite.c(509) : warning C4996: '_snprintf': This function or variable may be unsafe. Consider using _snprintf_s instead. To disable deprecation, use _CRT_SECURE_NO_WARNINGS. See online help for details.

C:\Program Files\Microsoft Visual Studio 9.0\VC\Include\stdio.h(358) : see declaration of '_snprintf'

c:\dvt\upp\uppsrc\plugin\png\lib\pngwrite.c(514) : warning C4996: '_snprintf': This function or variable may be unsafe. Consider using _snprintf_s instead. To disable deprecation, use _CRT_SECURE_NO_WARNINGS. See online help for details.

C:\Program Files\Microsoft Visual Studio 9.0\VC\Include\stdio.h(358) : see declaration of '_snprintf'

c:\dvt\upp\uppsrc\plugin\png\lib\pngwrite.c(581) : warning C4996: '_snprintf': This function or variable may be unsafe. Consider using _snprintf_s instead. To disable deprecation, use _CRT_SECURE_NO_WARNINGS. See online help for details.

C:\Program Files\Microsoft Visual Studio 9.0\VC\Include\stdio.h(358) : see declaration of '_snprintf'

c:\dvt\upp\uppsrc\plugin\png\lib\pngwrite.c(586) : warning C4996: '_snprintf': This function or variable may be unsafe. Consider using _snprintf_s instead. To disable deprecation, use _CRT_SECURE_NO_WARNINGS. See online help for details.

C:\Program Files\Microsoft Visual Studio 9.0\VC\Include\stdio.h(358) : see declaration of '_snprintf'

c:\dvt\upp\uppsrc\plugin\png\lib\pngwutil.c(185) : warning C4996: '_snprintf': This function or variable may be unsafe. Consider using _snprintf_s instead. To disable deprecation, use _CRT_SECURE_NO_WARNINGS. See online help for details.

C:\Program Files\Microsoft Visual Studio 9.0\VC\Include\stdio.h(358) : see declaration of '_snprintf'

c:\dvt\upp\uppsrc\plugin\png\lib\pngwutil.c(1241) : warning C4996: '_snprintf': This function or variable may be unsafe. Consider using _snprintf_s instead. To disable deprecation, use _CRT_SECURE_NO_WARNINGS. See online help for details.

C:\Program Files\Microsoft Visual Studio 9.0\VC\Include\stdio.h(358) : see declaration of '_snprintf'

c:\dvt\upp\uppsrc\plugin\png\lib\pngwutil.c(1626) : warning C4996: '_snprintf': This function or variable may be unsafe. Consider using _snprintf_s instead. To disable deprecation, use _CRT_SECURE_NO_WARNINGS. See online help for details.

C:\Program Files\Microsoft Visual Studio 9.0\VC\Include\stdio.h(358) : see declaration of '_snprintf'

c:\dvt\upp\uppsrc\plugin\png\lib\pngwutil.c(1628) : warning C4996: '_snprintf': This function or variable may be unsafe. Consider using _snprintf_s instead. To disable deprecation, use _CRT_SECURE_NO_WARNINGS. See online help for details.

C:\Program Files\Microsoft Visual Studio 9.0\VC\Include\stdio.h(358) : see declaration of '_snprintf'

zutil.c

plugin/z: 12 file(s) built in (0:00.77), 64 msec / file, duration = 3432 msec, parallelization 100%
----- Functions4U (GUI MSC9 DEBUG DEBUG_FULL BLITZ WIN32 MSC) (10 / 21)

pngreg.icpp

BLITZ: Functions4U.cpp Functions4U_Gui.cpp QtfEquation.cpp StaticPlugin.cpp GatherTpp.cpp SvgColors.cpp bsadditional.cpp bsdiff.cpp bspatc
h.cpp

----- Painter (GUI MSC9 DEBUG DEBUG_FULL BLITZ WIN32 MSC) (11 / 21)

BLITZ: Painter.cpp SvgArc.cpp PainterPath.cpp FontWin32.cpp FontX11.cpp DrawOp.cpp

Painting.cpp Xform2D.cpp Approximate.cpp Stroker.cpp Da

sher.cpp Transformer.cpp Interpolator.cpp Rasterizer.cpp RasterizerClip.cpp Path.cpp

Context.cpp Fillers.cpp RenderChar.cpp Render.cpp

Image.cpp Mask.cpp Gradient.cpp RadialGradient.cpp OnPath.cpp

pngupp.cpp

plugin/png: 3 file(s) built in (0:02.13), 712 msec / file, duration = 2433 msec, parallelization 100%

\$blitz.cpp

----- plugin/bz2 (GUI MSC9 DEBUG DEBUG_FULL BLITZ WIN32 MSC) (12 / 21)

PaintPainting.icpp

Painter: 26 file(s) built in (0:02.81), 108 msec / file, duration = 6115 msec, parallelization 100%

bz2upp.cpp

\$blitz.cpp

Functions4U: 9 file(s) built in (0:03.06), 340 msec / file, duration = 7847 msec, parallelization 100%

blocksort.c

bzlib.c

C:\Dvt\upp\uppsrc\plugin\bz2\lib\bzlib.c(1439) : warning C4996: 'strcat': This function or variable may be unsafe. Consider using strcat_s instead. To disable deprecation, use _CRT_SECURE_NO_WARNINGS. See online help for details.

C:\Program Files\Microsoft Visual Studio 9.0\Vc\Include\string.h(79) : see declaration of 'strcat'

C:\Dvt\upp\uppsrc\plugin\bz2\lib\bzlib.c(1440) : warning C4996: 'strcat': This function or variable may be unsafe. Consider using strcat_s instead. To disable deprecation, use _CRT_SECURE_NO_WARNINGS. See online help for details.

C:\Program Files\Microsoft Visual Studio 9.0\Vc\Include\string.h(79) : see declaration of 'strcat'

C:\Dvt\upp\uppsrc\plugin\bz2\lib\bzlib.c(1445) : warning C4996: 'setmode': The POSIX name for this item is deprecated. Instead, use the IS

O C++ conformant name: _setmode. See online help for details.

C:\Program Files\Microsoft Visual Studio 9.0\Vc\Include\io.h(318) : see declaration of 'setmode'

C:\Dvt\upp\uppsrc\plugin\bz2\lib\bzlib.c(1445) : warning C4996: 'fileno': The POSIX name for this item is deprecated. Instead, use the ISO

C++ conformant name: _fileno. See online help for details.

C:\Program Files\Microsoft Visual Studio 9.0\Vc\Include\stdio.h(722) : see declaration of 'fileno'

C:\Dvt\upp\uppsrc\plugin\bz2\lib\bzlib.c(1447) : warning C4996: 'fopen': This function or variable may be unsafe. Consider using fopen_s instead. To disable deprecation, use _CRT_SECURE_NO_WARNINGS. See online help for details.

C:\Program Files\Microsoft Visual Studio 9.0\Vc\Include\stdio.h(237) : see declaration of 'fopen'

C:\Dvt\upp\uppsrc\plugin\bz2\lib\bzlib.c(1453) : warning C4996: 'fdopen': The POSIX name for this item is deprecated. Instead, use the ISO

C++ conformant name: _fdopen. See online help for details.

C:\Program Files\Microsoft Visual Studio 9.0\Vc\Include\stdio.h(720) : see declaration of 'fdopen'

crctable.c

compress.c

huffman.c

----- Web (GUI MSC9 DEBUG DEBUG_FULL BLITZ WIN32 MSC) (13 / 21)

BLITZ: util.cpp md5.cpp html.cpp socket.cpp httpsrv.cpp httpcli.cpp auth.cpp smtp.cpp sproc.cpp ScgiServer.cpp

decompress.c

\$blitz.cpp

----- ide/Browser (GUI MSC9 DEBUG DEBUG_FULL BLITZ WIN32 MSC) (14 / 21)

BLITZ: Lay.cpp Sch.cpp Base.cpp Util.cpp Item.cpp ItemDisplay.cpp CodeBrowser.cpp TopicBase.cpp Reference.cpp File.cpp Topic.cpp Template.

cpp Link.cpp TopicWin.cpp Move.cpp CodeRef.cpp

randtable.c

```

plugin/bz2: 8 file(s) built in (0:02.90), 362 msec / file, duration = 5460 msec, parallelization
100%
Web_init.icpp
Web: 11 file(s) built in (0:02.73), 248 msec / file, duration = 3698 msec, parallelization 100%
----- CppBase ( GUI MSC9 DEBUG DEBUG_FULL BLITZ WIN32 MSC ) (15 / 21)
BLITZ: Pre.cpp cplex.cpp Parser.cpp Base.cpp Scopefo.cpp Qualify.cpp
Topicl.icpp
----- ide/Common ( GUI MSC9 DEBUG DEBUG_FULL BLITZ WIN32 MSC ) (16 / 21)
BLITZ: ComDlg.cpp Module.cpp Util.cpp
$blitz.cpp
----- PdfDraw ( GUI MSC9 DEBUG DEBUG_FULL BLITZ WIN32 MSC ) (17 / 21)
BLITZ: TTFStream.cpp TTFStruct.cpp TTFReader.cpp TTFSubset.cpp PdfDraw.cpp
$blitz.cpp
ide/Browser: 17 file(s) built in (0:05.48), 322 msec / file, duration = 8674 msec, parallelization
100%
CppBase: 6 file(s) built in (0:01.02), 171 msec / file, duration = 6739 msec, parallelization 100%
$blitz.cpp
----- RichEdit ( GUI MSC9 DEBUG DEBUG_FULL BLITZ WIN32 MSC ) (18 / 21)
BLITZ: Ruler.cpp UnitEdit.cpp Editor.cpp Speller.cpp Kbd.cpp Mouse.cpp Cursor.cpp Undo.cpp
Modify.cpp Formating.cpp FormatDlg.cpp ParaForm
at.cpp TableUndo.cpp Table.cpp Find.cpp Tool.cpp Clip.cpp StyleKeys.cpp
PdfReport.icpp
$blitz.cpp
ide/Common: 3 file(s) built in (0:01.94), 648 msec / file, duration = 4867 msec, parallelization
100%
PdfDraw: 6 file(s) built in (0:02.30), 383 msec / file, duration = 5913 msec, parallelization 100%
----- ide/Core ( GUI MSC9 DEBUG DEBUG_FULL BLITZ WIN32 MSC ) (19 / 21)
RichEdit.icpp
BLITZ: Core.cpp Hdepend.cpp Package.cpp Workspace.cpp usc.cpp Host.cpp
----- Esc ( GUI MSC9 DEBUG DEBUG_FULL BLITZ WIN32 MSC ) (20 / 21)
BLITZ: EscValue.cpp EscArray.cpp EscMap.cpp Esc.cpp EscRun.cpp EscStdLib.cpp Value.cpp
$blitz.cpp
----- EatMe ( GUI MAIN MSC9 DEBUG DEBUG_FULL BLITZ WIN32 MSC ) (21 / 21)
BLITZ: Game.cpp EatMemain.cpp
emRes.rc
$blitz.cpp
RichEdit: 19 file(s) built in (0:04.65), 244 msec / file, duration = 6115 msec, parallelization 100%
$blitz.cpp
Esc: 7 file(s) built in (0:01.10), 157 msec / file, duration = 2372 msec, parallelization 100%
ide/Core: 6 file(s) built in (0:01.53), 255 msec / file, duration = 6817 msec, parallelization 100%
Microsoft (R) Windows (R) Resource Compiler Version 6.0.5724.0
Copyright (C) Microsoft Corporation. All rights reserved.

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c:\dvt\upp\uppsrc\painter\BufferPainter.h(266) : error C2143: syntax error : missing '}' before
'constant'
c:\dvt\upp\uppsrc\painter\BufferPainter.h(267) : error C2143: syntax error : missing ';' before '}'
c:\dvt\upp\uppsrc\painter\BufferPainter.h(267) : error C2238: unexpected token(s) preceding ';'
c:\dvt\upp\uppsrc\painter\BufferPainter.h(308) : error C2530: 'Upp::ib' : references must be

```

initialized

```
c:\dvt\upp\uppsrc\painter\BufferPainter.h(330) : error C2512: 'Upp::Rasterizer' : no appropriate
default constructor available
c:\dvt\upp\uppsrc\painter\BufferPainter.h(337) : error C2255: 'friend' : not allowed outside of a
class definition
c:\dvt\upp\uppsrc\painter\BufferPainter.h(359) : error C2059: syntax error : 'public'
c:\dvt\upp\uppsrc\painter\BufferPainter.h(360) : error C2143: syntax error : missing ')' before '&'
c:\dvt\upp\uppsrc\painter\BufferPainter.h(360) : error C2143: syntax error : missing ';' before '&'
c:\dvt\upp\uppsrc\painter\BufferPainter.h(360) : error C4430: missing type specifier - int assumed.
Note: C++ does not support default-int
```

```
c:\dvt\upp\uppsrc\painter\BufferPainter.h(360) : error C2371: 'Upp::ib' : redefinition; different basic
types
```

```
    c:\dvt\upp\uppsrc\painter\BufferPainter.h(308) : see declaration of 'Upp::ib'
```

```
c:\dvt\upp\uppsrc\painter\BufferPainter.h(360) : error C2530: 'Upp::ib' : references must be
initialized
```

```
c:\dvt\upp\uppsrc\painter\BufferPainter.h(360) : error C2062: type 'int' unexpected
```

```
c:\dvt\upp\uppsrc\painter\BufferPainter.h(360) : error C2059: syntax error : ')'
```

```
C:\Dvt\upp\uppsrc\Painter\Painter.h(321) : error C2146: syntax error : missing ';' before identifier
'ib'
```

```
C:\Dvt\upp\uppsrc\Painter\Painter.h(321) : error C4430: missing type specifier - int assumed.
```

```
Note: C++ does not support default-int
```

```
C:\Dvt\upp\uppsrc\Painter\Painter.h(321) : error C4430: missing type specifier - int assumed.
```

```
Note: C++ does not support default-int
```

```
C:\Dvt\upp\uppsrc\Painter\Painter.h(324) : error C2614: 'ImageBuffer___' : illegal member
initialization: 'ib' is not a base or member
```

```
C:\Dvt\upp\uppsrc\Painter\Painter.h(332) : error C2039: 'ib' : is not a member of 'ImageBuffer___'
```

```
    C:\Dvt\upp\uppsrc\Painter\Painter.h(319) : see declaration of 'ImageBuffer___'
```

```
C:\Dvt\upp\uppsrc\Painter\Painter.h(404) : error C2059: syntax error : '}'
```

```
C:\Dvt\upp\uppsrc\Painter\Painter.h(404) : error C2143: syntax error : missing ';' before '}'
```

```
C:\Dvt\upp\uppsrc\Painter\Painter.h(404) : error C2059: syntax error : '}'
```

```
C:\Dvt\upp\bazaar\Functions4U\Functions4U_Gui.h(10) : error C2065: 'img' : undeclared identifier
```

```
C:\Dvt\upp\bazaar\Functions4U\Functions4U_Gui.h(10) : error C2062: type 'int' unexpected
```

```
C:\Dvt\upp\bazaar\Functions4U\Functions4U_Gui.h(10) : error C2143: syntax error : missing ';'
before '{'
```

```
C:\Dvt\upp\bazaar\Functions4U\Functions4U_Gui.h(10) : error C2447: '{' : missing function header
(old-style formal list?)
```

```
C:\Dvt\upp\bazaar\Controls4U\Controls4U.h(15) : error C2061: syntax error : identifier
'ImageBuffer'
```

```
$blitz.cpp
```

```
EatMe: 3 file(s) built in (0:04.17), 1391 msec / file, duration = 6864 msec, parallelization 22%
```

There were errors. (1:10.35)

The header file structure for the main file is as follows:

```
#ifndef _EatMe_EatMe_h
#define _EatMe_EatMe_h
```

```
#include "CtrlLib/CtrlLib.h"
#include "Controls4U/Controls4U.h"
#include "Functions4U/Functions4U.h"
#include "Game.h"
```

```
using namespace Upp;
```

```
#define LAYOUTFILE <EatMe/EatMe.lay>
#include <CtrlCore/lay.h>
```

```
#define IMAGEFILE <EatMe/EatMe.iml>
#include <Draw/iml_header.h>
```

```
struct param
{
    int tigerPlayer;
    int goatPlayer;
    int level;
    bool advice;
};
```

```
struct emLabel : public Label
{
    public:
    void SetGamePosition(Vector<int>& position);
    void SetNewGameStatus(bool status);
    bool GetNewGameStatus();
    Vector<int> GetGamePosition();

    virtual void Paint(Draw& w);

    emLabel();

    private:
    bool newGame;
    Vector<int> gamePosition;

    void DoPainting(Draw& w);
};
```

```
/*-----*/
/*      DECLARATIONS DU DIALOGUE      */
/*      DE LA LICENCE                  */
/*-----*/
```

```

class emInfoLicenseDlg : public WithemInfoLicenseLayout<TopWindow> {
    typedef emInfoLicenseDlg CLASSNAME;

public:
    emInfoLicenseDlg();
};

/*-----*/
/*      DECLARATIONS DU DIALOGUE          */
/*      PARAMETRAGE DU JEU                */
/*-----*/
class emParamGameDlg : public WithemParamGameLayout<TopWindow> {
    typedef emParamGameDlg CLASSNAME;

public:
    param GetParam();

    emParamGameDlg();
};

/*-----*/

/*-----*/
/*      DECLARATIONS DU DIALOGUE          */
/*      INFORMATION SUR L'AUTEUR          */
/*-----*/
class emInfoAuthorDlg : public WithemInfoAuthorLayout<TopWindow> {
    typedef emInfoAuthorDlg CLASSNAME;

public:
    emInfoAuthorDlg();
};

/*-----*/

class emMainWin : public WithemMainWinLayout<TopWindow> {
public:
    typedef emMainWin CLASSNAME;

    Point GetColLine(Point mousePosition);
    virtual void LeftDown(Point p,dword flags);

    emGame game;

    emMainWin();

private:
    void AddGoatToken();
    void ShowGameItems(bool flag);

```

```

void ShowAuthor();
void ShowLicense();
void ShowHelp();
void ExitGame();
void SetGame();
void SaveGame();
void LoadGame();
void NewGame();
void SetMainMenu(Bar& bar);
void SetGameMenu(Bar& bar);
void SetInfoMenu(Bar& bar);

```

```

param gameSettings;
String path,nameExe;
FileSel emFileSel;

```

```

MenuBar emMainMenu;
emInfoAuthorDlg InfoAuthorWin;
emParamGameDlg ParamGameWin;
emInfoLicenseDlg emInfoLicenseWin;
ColumnList emMovesList;
emLabel gameLabel;
};

```

```
#endif
```

Game.h is the header file for game object, here is the code for the cpp file:

```
#include "Game.h"
```

```

emGame::emGame()
{
    numGoatsAlive=20;
    numGoatsToPlace=20;
    numDeadGoats=0;

    for(unsigned int i=0;i<7;i++)board.Add(-1);
    board.Add(OUTBOARD);board.Add(TIGER);

    board.Add(EMPTY);board.Add(EMPTY);board.Add(EMPTY);
    board.Add(TIGER);board.Add(OUTBOARD);

    for(unsigned int j=0;j<3;j++)
    {
        board.Add(OUTBOARD);board.Add(EMPTY);board.Add(EMPTY);
        board.Add(EMPTY);board.Add(EMPTY);board.Add(EMPTY);board.Add (OUTBOARD);
    }
}

```

```

board.Add(OUTBOARD);board.Add(TIGER);

board.Add(EMPTY);board.Add(EMPTY);board.Add(EMPTY);
board.Add(TIGER);board.Add(OUTBOARD);

for(unsigned int k=0;k<7;k++)board.Add(OUTBOARD);

gameParameters.advice=false;
gameParameters.goatPlayer=COMPUTER;
gameParameters.tigerPlayer=COMPUTER;
gameParameters.level=0;

moves.Clear();
}

emGame::~emGame()
{
board.Clear();
moves.Clear();
}

void emGame::Serialize(Stream& s)
{
s % numGoatsToPlace % numDeadGoats;

for(int i=0;i<board.GetCount();i++)
s % board.At(i);

for(int j=0;j<moves.GetCount();j++)
s % moves.At(j);
}

void emGame::setPlayParameters(int pTiger,int pGoat,int pLevel,bool pAdvice)
{
gameParameters.advice=pAdvice;
gameParameters.tigerPlayer=pTiger;
gameParameters.goatPlayer=pGoat;
gameParameters.level=pLevel;
}

Point emGame::whereIsTokenSelected(int token)
{
int position;
Point coordinates;

```

```

switch(token)
{
case GOAT : for(int i=0;i<board.GetCount();i++)if(board.At(i)==GOATSEL)
    {
        position = i;
        break;
    }

    break;

case TIGER : for(int i=0;i<board.GetCount();i++)if(board.At(i)==TIGERSEL)
    {
        position = i;
        break;
    }

    break;
}

```

```

coordinates.x = position%7;
coordinates.y = position/7;

```

```

return coordinates;
}

```

```

bool emGame::isSelected(int token)
{
    bool ret;

    ret=false;

    switch(token)
    {
    case GOAT : for(int i=0;i<board.GetCount();i++)if(board.At(i)==GOATSEL)ret=true;
        break;

    case TIGER : for(int i=0;i<board.GetCount();i++)if(board.At(i)==TIGERSEL)ret=true;
        break;
    }

    return ret;
}

```

```

setting emGame::getPlayParameters()
{

```

```

    return gameParameters;
}

Vector<String> emGame::loadMoves()
{
    return moves;
}

void emGame::setNumDeadGoats(int num)
{
    numDeadGoats = num;
}

void emGame::setNumGoatsToPlace(int num)
{
    numGoatsToPlace = num;
}

int emGame::getTokenAtPosition(int pos)
{
    int token;

    switch(board.At(pos))
    {
        case GOAT: token = GOAT;
            break;

        case GOATSEL: token = GOATSEL;
            break;

        case TIGER: token = TIGER;
            break;

        case TIGERSEL: token = TIGERSEL;
            break;

        case EMPTY: token = EMPTY;
            break;

        case OUTBOARD: token = OUTBOARD;
            break;
    }

    return token;
}

```

```

}

int emGame::getNumGoatsAlive()
{
    return 20-numDeadGoats;
}

int emGame::getNumGoatsToPlace()
{
    return numGoatsToPlace;
}

int emGame::getNumDeadGoats()
{
    return numDeadGoats;
}

void emGame::setTokenPosition(int token,int pos)
{
    board.At(pos) = token;
}

Vector<int> emGame::getBoardGame()
{
    Vector<int> tab;

    tab<<=board;
    return tab;
}

void emGame::setGamePhase(int phase)
{
    gamePhase = phase;
}

int emGame::getGamePhase()
{
    return gamePhase;
}

```

What is strange is that I did not change anything in the code that worked perfectly before installing the 3211 version.

Regards

