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Subject: Win\_CE

Posted by [arturbac](#) on Fri, 06 Jul 2007 21:06:41 GMT

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Code needs correction

add in Link in MSCBuilder

```
-NODEFAULTLIB:"oldnames.lib"
```

like :

```
if(HasFlag("MSC8ARM"))
```

```
link << " -subsystem:windowsce,4.20 /ARMPADCODE -NODEFAULTLIB:"oldnames.lib" ";
```

-----  
correct the line with GUI flag

adding || HasFlag("MSC8ARM")

```
if(HasFlag("GUI") || HasFlag("MSC8ARM"))
```

```
link << (HasFlag("WIN32") ? " -subsystem:windows" : " -subsystem:windowsce");
```

```
else
```

```
link << " -subsystem:console";
```

-----  
And I added protetic fix for Unicode only on WCE in Core/log.cpp

```
#if defined(PLATFORM_WIN32)
```

```
#if defined(PLATFORM_WINCE)
```

```
wchar_t pwcs[512];
```

```
mbstowcs(pwcs, backup, strlen(backup));
```

```
DeleteFile(pwcs);
```

```
#else
```

```
DeleteFile(backup);
```

```
#endif
```

```
#elif defined(PLATFORM_POSIX)
```

```
unlink(backup);
```

```
#else
```

```
#error
```

```
#endif
```

```
#if defined(PLATFORM_WIN32)
```

```
#if defined(PLATFORM_WINCE)
```

```
wchar_t wfilename[512];
```

```
mbstowcs(wfilename, filename, strlen(filename));
```

```
MoveFile(wfilename, pwcs);
```

```
#else
```

```
MoveFile(filename, backup);
```

```
#endif
```

```
#elif defined(PLATFORM_POSIX)
```

```
!rename(filename, backup);  
#else  
#error  
#endif
```

-----  
And this one helps digging problems

```
Add after PutConsole("Linking...");  
line PutConsole(link);
```