ren42 wrote on Fri, 13 July 2007 13:36Hi Uno,
first i say it's a great update.

while compiling my app this error comes:

----- RichText (GUI MSC8 BLITZ WIN32 MSC) (4 / 10)
BLITZ: Object.cpp ParaPaint.cpp TxtData.cpp TxtPaint.cpp TxtOp.cpp Format.cpp TableCell.cpp TableLayou
 t.cpp TablePaint.cpp TableData.cpp TextPaint.cpp TextStyle.cpp TextData.cpp TextTable.cpp Util.cpp

$blitz.cpp
c:\opt\dev\upp200707\uppsrc\richtext\txtop.cpp(55) : fatal error C1001: An internal error has occurred
  in the compiler.
(compiler file 'f:\rtm\vctools\compiler\utc\src\P2\main.c[0x10BF1FD0:0x0000002C]', line 182)
 To work around this problem, try simplifying or changing the program near the locations listed above.

MSC8 fails when i used build settings Optimal, Size or Speed.
The setting debug compiles well. Mingw compiles well in all cases.

AFAIK, this happens if you compile BLITZ/Release (optimized). As you never should use BLITZ for optimized version (it makes executables longer), I do not see that as real problem... Just switch the BLITZ off.

Mirek