
Subject: Re: Building & using U++ without TheIDE
Posted by [sergei](#) on Tue, 18 Sep 2007 16:05:05 GMT
[View Forum Message](#) <> [Reply to Message](#)

OK, the issue with clipboard had nothing to do with dependencies, it was an API call mistaken for U++ function by the compiler. :: solved it.

I've updates to SP1, yet the error didn't go away. At least now it's preceded with C1001 - internal error of compiler. Again, release-only problem, debug works. Compiler's error is on line 54 of RichText/txtop.cpp. Which is: if(update). Yeah, that's one complicated line
Any help would be welcome.

That's what I got:

```
d:\programming\upp\richtext\txtop.cpp(54) : fatal error C1001: An internal error has occurred in the compiler.
```

```
(compiler file 'F:\SP\vctools\compiler\utc\src\P2\main.c[0x10BF5F00:0x00000 02C]', line 182)
```

To work around this problem, try simplifying or changing the program near the locations listed above.

For the record, F: is a CD drive

Currently I'm rather pleased with the results (MS bug isn't my fault...). I'll test some more example projects (see how .iml and .lay work, test zlib), and retry unicode filenames. Then I'll upload everything.

For now, I'm attaching Animated Hello project. It won't compile without packages headers I've generated, but I'd like to know what you think about the way a typical U++ project on CodeBlocks/MSVC would look (I mean the sources).

P.S. I decided to try out ld and ar replacements.

Animated Hello full rebuild (debug + release):

MinGW 3.4.5 (original) : 4:27 / 562 warnings / 11.9MB + 3.3MB

MinGW 3.4.5 (U++ ld and ar) : 4:14 / 562 warnings / 11.1MB + 3.2MB

-> 5% reduction in build time, 7% reduction in debug EXE size, 1% reduction in release EXE size.
Are these the common results? And is it safe to use these programs (I'm somewhat uncomfortable with patching the compiler).

File Attachments

1) [UppTest.zip](#), downloaded 401 times
