
Subject: Re: Building & using U++ without TheIDE
Posted by [sergei](#) on Sun, 21 Oct 2007 00:54:20 GMT
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Update: I manually modified 710dev1 tree with the accepted changes, plus I had to add my modified z and png plugins (they're referenced in CtrlLib). I updated pkggen, now it handles BLITZ_INDEX__ and so the INITBLOCKs work the way they should.

Regarding ReplaceText, this error now happens only in MSVC, not MinGW. That's because in MinGW, <windows.h> is included. There, ReplaceText is defined and both declaration and definition become ReplaceTextA. In MSVC however, <windows.h> is split into several definitions, and <commdlg.h> is only included in Win32.cpp, in CtrlLib. Thus, in my SCU, declaration is ReplaceText, because only headers have been processed, and definition is ReplaceTextA, since Win32.cpp already was included. This incompatibility should be easily fixed by moving the include out of Win32.cpp into CtrlLib.h or some header included by it. Or by using <windows.h> in MSVC too. Why neither of these happened in the first place (and include was placed in CPP)?

By the way, NetNode requires mpr.lib, and it isn't Unicodized though a .dli exists. Why is it part of Core (adding another dependency)?
