
Subject: Re: Building & using U++ without TheIDE
Posted by [mirek](#) on Sun, 21 Oct 2007 20:26:59 GMT
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sergei wrote on Sat, 20 October 2007 20:54

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)?

Actually, include was placed in CPP exactly to avoid problems you are having. There is no need to pollute global namespace with more macros than necessary. This way it pollutes only CtrlLib, which is easily handled.

Quote:

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)?

Well, you have to give some opportunity to develop things too

Anyway, NetNode is being developed as we do not have any network browsing capabilities yet. It does not support UNICODE yet because

- a) it was somewhat difficult to achieve
- b) the chances that network nodes use UNICODE characters is not as high as for regular file names.

Mirek
