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Subject: Re: Building & using U++ without TheIDE  
Posted by [sergei](#) on Sun, 21 Oct 2007 23:39:00 GMT  
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Heh, that attempt backfired at me. Why doesn't it work that way in MinGW? This causes a certain compiler incompatibility. Unfortunately I don't know how to make the "good" MSVC version work. I could go back to previous include fashion that resembles BLITZ, but that would cause full rebuild on every build - not good. The problem is being unable to add CPPs to compiler on the fly.

...

Will you add my zlib (and png) plugins to the source tree? Without them, even the simplest program won't work with my SCU, so the whole effort would be pointless to continue (Lib is good, but I'd like SCU too, especially since it almost works). If you will add them, I might add a scanner to pkggen to add necessary #undefs (though renaming ReplaceText would've been a lot easier ).

Out of curiosity, am I right that ReplaceText wasn't supposed to become ReplaceTextA in RichEdit, and it just happened to work fine that way?

Regarding NetNode, it's good to see it developing, I just didn't like it being part of Core, requiring another library for even a trivial U++ app.

P.S. I can't properly preprocess RichEdit.h in MSVC, C:\upp710dev1\uppsrc\Core\Core.h(120) : fatal error C1189: #error : RTTI must be enabled !!! Find.cpp can be preprocessed. MinGW works too.