Subject: Bug in Lang.h or weird design error in TheIDE?!
Posted by Werner on Wed, 19 Dec 2007 15:59:43 GMT
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Currently I am using MS VC9 on WinXP.

I exported the tutorial application Draw03 into my MyApps folder and tried to build it. While Draw03 builds without any problems in the tutorial assembly, trying to build it in the MyApps folder yields

Quote:...Core/Lang.h(108) : fatal error C1083: Cannot open include file: 'Lang_s.h': No such file or directory

although this file exists in the Core directory. A quick look into the sources reveals that Lang_s.h which is included via Lang.h by

```
// #include "Lang_s.h"
#include "Lang_s.h"
```

doesn't show up neither in the file list on TheIDE's left side nor in Core.upp (which is obviously related) - but furthermore:

*** It is even not possible to find Lang_s.h using "Find files" nor (knowing that it does exist) to insert it using "Insert package directory file(s)". ***

*** It even looks as if TheIDE ist not capable to properly handle file names containing an underscore ("_"). But this should definitely be possible as Ultimate++ does have files with names of this kind (and these file names are legal!). ***

What now?

Werner

UPDATE:

Further investigation yields:

1.
The problem arises in debug mode (using BLITZ).

2.
The problem does not "normally" arise in any release mode (not using BLITZ).

3.
Cleaning the package (and UPPOUT) makes the problem arise even in (any) release mode.

W.