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Subject: Re: Upp 2008.1beta released  
Posted by [mirek](#) on Wed, 12 Mar 2008 13:15:56 GMT  
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Novo wrote on Wed, 05 March 2008 22:37 Could you please

- 1) Apply a patch for building UPP from Visual Studio project files to the official UPP source code.
- 2) Put missing uppsrc/ide/Builders/init under VCS.

Thanks.

Here we go:

```
--- uppsrc/Crypto/Bsc2.cpp (revision 179)
+++ uppsrc/Crypto/Bsc2.cpp (working copy)
@@ -1,4 +1,7 @@
+#include <Core/Core.h>
```

```
+using namespace Upp;
+
byte fixpwd[] = {
    0xba, 0x16, 0x3a, 0x8f, 0x38,
    0x43, 0x72, 0xff, 0x5d, 0x00,
```

Obsolete file. Deleted.

```
--- uppsrc/docpp/docpp.h (revision 179)
+++ uppsrc/docpp/docpp.h (working copy)
@@ -3,6 +3,8 @@
```

```
#include <Core/Core.h>
```

```
+using namespace Upp;
+
enum {
    Tmarker_before_first = 255,
#define CPPID(x) tk_##x,
```

Obsolete package. Is not part of U++ releases. No need to fix it.

Index: uppsrc/Draw/Raster.h

```
=====
--- uppsrc/Draw/Raster.h (revision 179)
+++ uppsrc/Draw/Raster.h (working copy)
@@ -1,3 +1,5 @@
+using namespace Upp;
+
enum {
  RASTER_1,
  RASTER_2,
```

I see no reason. File is only included indirectly via Draw.h and in fact is IN Upp namespace.

```
=====
--- uppsrc/PaintGL/PaintGL.h (revision 179)
+++ uppsrc/PaintGL/PaintGL.h (working copy)
@@ -7,6 +7,8 @@
#include <gl\glu.h>
#include <gl\glaux.h>

+using namespace Upp;
+
class PaintGL {
  Size  size;
  HBITMAP hbmp, ohbmp;
Index: uppsrc/plugin/astyle/astyle_main.cpp
```

Not in release, obsolete package.

```
--- uppsrc/Web/ctrl/DlgHttpServer.h (revision 179)
--- uppsrc/Web/weblink/weblink.cpp (revision 179)
--- uppsrc/x86disas/x86disas.h (revision 179)
```

Not in release.

I guess we are still hitting the same problem - the content of full source tree is not what is released. There are some historic packages kept because of backward compatibility needs or just for informational purposes; these should not be part of any official release.

Anyway, rest should be now fixed.

Mirek