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Subject: new project: compilation problems

Posted by [ricper](#) on Fri, 09 May 2008 19:35:09 GMT

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hi to all,

It's the first time I write on this forum and I want to thank the upp team for the very good work they have made.

I have finally the occasion maybe to remove once for all Micro\*\*\*\* products from my machine (they make me nervous )

However I have a problem that is driving me mad.

I searched with google and in upp forums but nothing.

The problem is:

I create a new package

CtrlLib application with main window.

I called it test

When I compile I receive this (with MINGW):

```
----- CtrlLib ( GUI MT GCC DEBUG DEBUG_FULL BLITZ WIN32 ) (1 / 9)
```

```
BLITZ: LabelBase.cpp Button.cpp Switch.cpp EditField.cpp Text.cpp LineEdit.cpp DocEdit.cpp
```

```
ScrollBar.cpp HeaderCtrl.cpp ArrayCtrl.cpp Multi
```

```
Button.cpp PopupTable.cpp DropList.cpp DropChoice.cpp Static.cpp Splitter.cpp
```

```
FrameSplitter.cpp SliderCtrl.cpp ColumnList.cpp Progress.
```

```
cpp AKeys.cpp RichTextView.cpp Prompt.cpp Help.cpp DateTimeCtrl.cpp Bar.cpp
```

```
ToolButton.cpp ToolBar.cpp ToolTip.cpp StatusBar.cpp TabCtr
```

```
l.cpp TreeCtrl.cpp DlgColor.cpp ColorPopup.cpp ColorPusher.cpp FileList.cpp FileSel.cpp
```

```
PrinterJob.cpp Windows.cpp Win32.cpp TrayIconWi
```

```
n32.cpp TrayIconX11.cpp CtrlUtil.cpp Update.cpp LNGCtrl.cpp Ch.cpp ChGtk.cpp
```

```
c++.exe: no input files
```

```
MenuItem.cpp
```

```
c++.exe: no input files
```

```
MenuBar.cpp
```

```
c++.exe: no input files
```

```
ChWin32.cpp
```

```
c++.exe: no input files
```

```
CtrlLib.icpp
```

```
c++.exe: no input files
```

```
CtrlLib: 51 file(s) built in (0:00.25), 4 msecs / file, duration = 547 msecs
```

```
There were errors. (0:00.56)
```

I checked my paths and are all ok.

If I open an example it works fine, it compiles and links.

What's wrong? I'm stuck on this, I need help please  
Thanks

Rick

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