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Subject: Re: Import From Visual studio 6  
Posted by [slashmais](#) on Sat, 04 Oct 2008 12:51:02 GMT  
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I also had this problem & the only way I found to do it currently is 'the hard way':

First:

Modularize and cleanup your vc-project:

split the win-api calls into their own modules from the more standard c/cpp code;  
recompile your c/cpp code modules using the ANSI-standard (if you can, it would save you lots of pain later) replacing the microsoft specific function-calls until your vc-project compiles and runs correctly.

Second:

Create an empty Upp-project

unpack/copy your vc6 .h, .c/.cpp & .rc files to your new upp-project directory

In the IDE, right-click in the files-section of your new project, and select 'Insert package directory file(s)' on the popup. Select all your sources using shift+arrow-keys and hit enter.

(Don't compile unless you like to look at a gazillion errors )

Use your .rc as guide to construct your layouts.

Fix your headers & sources to replace windows-api calls, etc...

The ANSI-standard code \*should\* be OK (?)

HTH