
Subject: Re: Hello, need a helping hand

Posted by [jerson](#) on Mon, 07 Jun 2010 04:09:57 GMT

[View Forum Message](#) <> [Reply to Message](#)

Hello

I'm back again with a little more understanding than when I first started here. I have been able to work through most of the tutorials and wanted to have a 'feel' of the bazaar apps. I tried some apps and except the GUI MT variety, the normal GUI variety works. For example, the Controls-4Udemo gives me this

```
----- CtrlLib ( GUI MT GCC BLITZ WIN32 ) ( 1 / 17)
```

```
----- Controls4U ( GUI MT GCC BLITZ WIN32 ) ( 2 / 17)
```

```
Controls4U.cpp
```

```
In file included from C:/MyApps/Functions4U/Functions4U.h:410,
```

```
from C:/MyApps/Controls4U/Controls4U.h:5,
```

```
from C:/MyApps/Controls4U/Controls4U.cpp:5:
```

```
C:/MyApps/Functions4U/Functions4U_Gui.h:67:7: warning: no newline at end of file
```

```
Controls4U: 1 file(s) built in (0:08.17), 8172 msec / file, duration = 8344 msec
```

```
----- plugin/gif ( GUI MT GCC BLITZ WIN32 ) ( 3 / 17)
```

```
----- plugin/jpg ( GUI MT GCC BLITZ WIN32 ) ( 4 / 17)
```

```
----- plugin/tif ( GUI MT GCC BLITZ WIN32 ) ( 5 / 17)
```

```
----- CtrlCore ( GUI MT GCC BLITZ WIN32 ) ( 6 / 17)
```

```
----- Draw ( GUI MT GCC BLITZ WIN32 ) ( 7 / 17)
```

```
BLITZ: DrawLock.cpp Font.cpp FontCR.cpp FontWin32.cpp FontFc.cpp Draw.cpp DrawText.cpp
```

```
DrawData.cpp Drawing.cpp ImageAnyDraw.cpp DrawU
```

```
til.cpp DrawTextUtil.cpp Display.cpp Image.cpp ImageBlit.cpp RasterFormat.cpp RasterWrite.cpp
```

```
Palette.cpp Raster.cpp RasterEncoder
```

```
.cpp ImageOp.cpp ImageChOp.cpp ImageScale.cpp MakeCache.cpp DrawRasterData.cpp
```

```
Cham.cpp SSettings.cpp
```

```
In file included from C:/upp/out/Draw/MINGW.Blitz.Gui.Mt$blitz.cpp:3:
```

```
C:/upp\uppsrc\Draw\DrawLock.cpp:11: error: thread-local storage not supported for this target
```

```
In file included from C:/upp/out/Draw/MINGW.Blitz.Gui.Mt$blitz.cpp:10:
```

```
C:/upp\uppsrc\Draw\Font.cpp:273: error: thread-local storage not supported for this target
```

```
C:/upp\uppsrc\Draw\Font.cpp:335: error: thread-local storage not supported for this target
```

```
C:/upp\uppsrc\Draw\Font.cpp:362: error: thread-local storage not supported for this target
```

```
C:/upp\uppsrc\Draw\Font.cpp:363: error: thread-local storage not supported for this target
```

```
C:/upp\uppsrc\Draw\Font.cpp:364: error: thread-local storage not supported for this target
```

```
Draw: 27 file(s) built in (0:03.20), 118 msec / file, duration = 3469 msec
```

Is this because I use the mingw compiler? Is there a particular reason you recommend the VC++ express compiler over the mingw? I resisted the download of the MSVC++ compiler because it demands the .NET framework to be downloaded too. I already have .NET2.0, .NET3.0 and .NET3.5 fws on my machine. A little detail will help clear this for me since these are tools I've never used before. Are there some precompiled binaries for the bazaar apps for win32 that I can try out?

On another note, is there some kind of comparison of a real world product that uses UPP vs

traditional IDEs like VB or VC? I have almost made up my mind to do the crossover and a little nudge will help make that decision for me.

Please excuse the newbiesque questions. I really am a UPP newbie and am grateful for the assistance you offer.

Thanks
