
Subject: Re: Hello, need a helping hand

Posted by [jerson](#) on Mon, 07 Jun 2010 08:36:07 GMT

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I have 2 versions of mingw now. Original mingw-5.1.6 that does not compile the MT demos from bazaar section(uninstalled now)

TDM-mingw-4.4.1-2 that compiles some of the demos, but gives errors for others. In the controls4u_demo, it is asking for

In file included from C:/upp/out/Functions4U/MINGW.Blitz.Gui.Mt\blitz.cpp:3:

C:\MyApps\Functions4U\Functions4U.cpp: In member function 'bool Dll::Load(const Upp::String&)':

C:\MyApps\Functions4U\Functions4U.cpp:1741: error: 'LOAD_IGNORE_CODE_AUTHZ_LEVEL' was not declared in this scope

Functions4U: 7 file(s) built in (0:02.90), 415 msec / file, duration = 2969 msec

In the Ultimateplayer example, I get this. There are a lot more errors than just this.

c++.exe: WIN32: No such file or directory

UltimatePlayer.cpp

C:\MyApps\UltimatePlayer\UltimatePlayer.cpp:4:25: error: fmod_errors.h: No such file or directory

In file included from C:\MyApps\UltimatePlayer\UltimatePlayer.h:16,

from C:\MyApps\UltimatePlayer\UltimatePlayer.cpp:17:

C:\MyApps\UltimatePlayer\FMod.h:8: error: 'FMOD' has not been declared

C:\MyApps\UltimatePlayer\FMod.h:8: error: ISO C++ forbids declaration of 'System' with no type

C:\MyApps\UltimatePlayer\FMod.h:8: error: expected ';' before '*' token

C:\MyApps\UltimatePlayer\FMod.h:9: error: 'FMOD' has not been declared

Perhaps this example is meant for Linux rather than Win32.

I think it will be an uphill task till I reach some basic level with UPP

Jerson
