

---

Subject: no build method in new install

Posted by [jeromekjerome](#) on Sat, 02 Apr 2011 07:17:17 GMT

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

---

Hi, All! Sorry for stupid questions but everyone has to start somewhere.

Over the years I have been replacing the Microsoft products on my system with open source products. I rarely code any more but now I need to build a simple application to query a web site and return results. I've built a lot of these little apps before in C++ using Visual Studio. For example, when I suspected my wife of cheating on me and learned the phone number of her lover, I built an app that queried the Michigan State University telephone directory web site on name search (there was no search on telephone number), until I found the number and its address.

Recently my hard drive went down and I had to reinstall WinXP. My Thinkpad came with Vista but was downgraded to WinXP before I bought it. I have the install disks so I could reinstall Vista but getting back to the licensed copy of WinXP seemed like a nearly impossible task considering the Thinkpad was bought in America and I live permanently in Moscow. So I just reinstalled XP from a pirated copy I've had for years. Now MS will not allow me the components I need to use Visual Studio because it can't validate the copy of XP and consequently I downloaded and installed U++. Better this way anyway. I don't have the energy to argue with MS constantly.

My plan would be to modify one of my old apps and recompile it in U++. As a first step I would like to do a test compile of a standard U++ app, like "Hello World." But when I try to do that, I get "invalid built method." And when I look at the build methods in setup, I see there is absolutely nothing in the dialog box for build methods.

Obviously I need some help here. This is not a complex problem. This is a fresh, clean installation. It's just that I am a rank beginner on U++ and I don't even know how to set it up. Can someone suggest how to fix this or what to read in order to understand what I need to do?

Thanks.

---