
Subject: MSVC 10 to Upp conversion

Posted by [nneilson](#) on Mon, 30 May 2011 20:22:03 GMT

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I am trying to convert a command line app I got working in MSVC 10 into Upp. Then I will make a GUI for it.

It was originally written for Linux in 2005 and a patch for Windows a year or so later. It has not been maintained since then AFAIK.

After making a package in MyApps with the code, making a .cpp file and getting the linking taken of (so far) there were many warnings regarding deprecation (I think that can be handled).

There were several errors.

I did a search and replace for strcasecmp to strcmp, I can handle the case later.

Here are the remaining errors and the code:

```
C:\MyApps\GUItile\tilepack.cpp(61) : error C2065: 'DIR' : undeclared identifier
C:\MyApps\GUItile\tilepack.cpp(61) : error C2065: 'd' : undeclared identifier
C:\MyApps\GUItile\tilepack.cpp(66) : error C2065: 'd' : undeclared identifier
C:\MyApps\GUItile\tilepack.cpp(66) : error C3861: 'opendir': identifier not found
C:\MyApps\GUItile\tilepack.cpp(67) : error C2065: 'd' : undeclared identifier
C:\MyApps\GUItile\tilepack.cpp(68) : error C2065: 'd' : undeclared identifier
C:\MyApps\GUItile\tilepack.cpp(68) : error C3861: 'readdir': identifier not found
C:\MyApps\GUItile\tilepack.cpp(68) : fatal error C1903: unable to recover from previous error(s);
st
opping compilation
```

```
// code that throws the errors
```

```
void ScanDatasetR(const char *path) {
    DIR *d;
    struct dirent *de;
    int l, x, y;
    string s;

    d = opendir(path);
    if (!d) return;
    while (de = readdir(d)) {
        if ((de->d_type == DT_DIR) && (de->d_name[0] != '.')) ScanDatasetR((string(path) +
string(de->d_name) + ".").c_str());
        if (de->d_type == DT_REG) {
            s = de->d_name;
            if (sscanf(s.substr(0, 2).c_str(), "%x", &l) && sscanf(s.substr(2, 8).c_str(), "%x", &x) &&
sscanf(s.substr(10, 8).c_str(), "%x", &y)) {
```

```
    bm[(static_cast<unsigned __int64>(l) << 50) + (static_cast<unsigned __int64>(y >> 7) << 25) +  
(x >> 7)].push_back((x & 0x7f) + ((y & 0x7f) << 7));  
    }  
    }  
    }  
    closedir(d);  
}
```

I am not that proficient with pointers so help would be appreciated.

With the "unable to recover from previous error(s); stopping compilation" there will probably be more later but just taking it a step at a time.

edit: I don't want to use MSVC for the GUI or anything else if it can be avoided.
I like Upp.
