Subject: Re: MSVC 10 to Upp conversion
Posted by nlneilson on Mon, 30 May 2011 23:39:07 GMT

Doing a google search, this forum and the Upp Help I came up with a few possibilities.

opendir is a C++ function in the direct.h header

In Upp apparently that is only functions defined in an app
MSVC picked up the C++ opendir but Upp does not.

#include <direct.h>
Adding this to tilepack.cpp and in the .upp file didn't help but didn't give an error for the #include.

In Upp 3470 after setting up the links in both and compiling with MSC9 and MSC10 the results were the same.