
Subject: Re: MSVC 10 to Upp conversion
Posted by [nneilson](#) on Wed, 01 Jun 2011 00:59:42 GMT
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Finally got around to starting the changes to iterate through the files and noticed that has all ready been done with findfirst/findnext.

I used the original tilepack.cpp and tinkered with these without any luck.

```
#ifdef WIN32
#else
#endif
```

Does Upp treat these differently?

```
#ifdef WIN32
void ScanDatasetR(const char *path) {
    struct _finddata_t c_file;
    long hFile;
    int l, x, y;
    string s;
    string filespec;

    filespec = string(path) + "\\*. *";

    hFile = _findfirst( filespec.c_str(), &c_file ); // _findfirst
    if( hFile == -1L )
        return;
    do {
        if ((c_file.attrib & _A_SUBDIR) && (c_file.name[0] != '.'))
            ScanDatasetR((string(path) + string(c_file.name) + "\\").c_str());
        else if (c_file.attrib & _A_NORMAL) {
            s = c_file.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));
            }
        }
    } while( _findnext( hFile, &c_file) == 0 ); // _findnext
    _findclose( hFile );
}
#else
void ScanDatasetR(const char *path) {
    DIR *d;
    struct dirent *de;
    int l, x, y;
    string s;
```

```

d = opendir(path); // opendir
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);
}
#endif

```

edit: I did a search in the package for WIN32
Other than in tilepack.cpp the only other is in the main (GUItile.cpp)
#ifdef WIN32

File Attachments

1) [tilepack.cpp](#), downloaded 394 times
