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Subject: Re: MSVC 10 to Upp conversion  
Posted by [nneilson](#) on Wed, 01 Jun 2011 06:37:38 GMT  
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Hi Koldo

Yes that would be clear and many things will be changed once I can compile and run it.

Apparently I got over the iterate files issue.

I found these links:

<http://www.mail-archive.com/fossil-users@lists.fossil-scm.org/msg02331.html>

<http://msdn.microsoft.com/en-us/library/b0084kay.aspx>

Put an underscore before each WIN32 to \_WIN32

No error as before.

Now I have

tilepack.obj : error LNK2005: \_main already defined in GUItile.obj

Creating library C:\upp\out\MyApps\MSC9.Gui.Mt\GUItile.lib and object  
C:\upp\out\MyApps\MSC9.Gui.Mt\GUItile.exp

and

"fatal error LNK1120: 117 unresolved externals"

At least I am not getting "unable to recover from previous error(s); stopping compilation"

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