
Subject: Re: MSVC 10 to Upp conversion
Posted by [nneilson](#) on Wed, 01 Jun 2011 22:41:16 GMT
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Hi Koldo

Your package compiled the first time without errors, great.

A few changes I noticed was

```
#include "win32dummy/unistd.h"
```

```
#include "win32dummy/dirent.h"
```

and in the .upp file

library

```
"bgd gdal_i geos_i geotiff_i iconv libtiff_i libxml2 mapserver_i ogdi_32b1 ogdi_fw proj_i";
```

That all make sense but would not have figured that out myself.

The number of arg can be quite large like this:

```
dstile.exe tile --lztso 10.0 --wwcache --overviews 48States HalifaxN.tif HalifaxS.tif MontrealN.tif  
MontrealS.tif ...
```

for the images/files to be merged and tiled (I often do 74) plus ~6 more options in the existing code

and I will be adding a few more with changes.

With no args it just lists the options.

I can handle that.

The biggest problem was getting the existing code to compile in Upp.

It will be interesting to see what other changes you have made.

Thanks again.