
Subject: Re: MSVC 10 to Upp conversion
Posted by [nneilson](#) on Thu, 02 Jun 2011 09:12:28 GMT
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Hi Koldo

It's good you got it to compile in MSC. I had links according to my setup.

Quote:- About the library

In Build methods you say the compiler in which folders are the libraries, but in Package organizer you say the compiler which are the libraries to use.

I am a bit confused on this. In the IDE I did have to set the Build paths with Setup->Build methods for MSC9

and then do the same for MSC10. By "Package organizer" are you referring to the .upp file?

About the args the change from

```
int main(int argc, char *argv[]) {
```

to

```
GUI_APP_MAIN
```

```
{
```

was a bit of a change as I am not used to that.

The glitch I am having now is with no arguments.

How this app is set up to work is the dstile.exe or Guitiler.exe is placed in the FWTools bin directory.

Then the FWTools dos box is opened and then dstile.exe plus any options are typed on the command line.

If just dstile.exe with no args then just the 5 lines as from the code at lines #232 to #236 are printed:

```
"RUN: %s command ...\n"
```

```
" tile\n"
```

```
" overviews\n"
```

```
" prep\n"
```

```
" pack\n"
```

The dstile.exe from your MSC compile should work that way.

My Guitiler.exe from the U++ compile does not.
even after setting argv[0] and argv[1] = "";