Subject: Re: MSVC 10 to Upp conversion
Posted by nlneilson on Sun, 05 Jun 2011 02:05:17 GMT
View Forum Message <> Reply to Message

Hi Koldo

I have a U++ GUI.

Work Dir is where the image files are that can be found with a file selector.
Out is a directory name typed in to save the tiled images to.
FWTools\bin shows if that can be linked, I have it at C:\ and some install under Program Files.
LZTD is where a value can be typed in.
OverViews is a button on by default that can be toggled if only the highest resolution is to be tiled
rather than all levels.
File list is for the files to be merged and tiles. This just pulls up list or makes a list from a text file.
The list is usually much longer than the text box but can be scrolled or obtained with "select
all->copy". If the files have been previously merged then there will only be one file shown.
Before processing the file list will be checked to see if all files are available.

I have not been able to get the converted code to work yet.
It's difficult to debug into files that are linked from FWTools but I can use the dstile.exe until getting
the converted code to run in U++, that is where I would like to make changes in the code. I will try
adding print statements to track the bug/s down.

It compiles without error (ntile.exe), passes the command line args to FWTools then Win crashes
the app.

The dstile.exe, the original or the dstile.exe compiled with MSVC 10 works OK.

If will I try the "CommandLine()" in U++.
Some IDEs have an option to specify the command line args, how is that done in U++ (theIDE)?