
Subject: Re: [Tutorial] Using the Visual Studio IDE with U++

Posted by [mirek](#) on Thu, 18 Oct 2012 09:54:47 GMT

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crydev wrote on Thu, 18 October 2012 04:58Quote:It is fine, except it does not solve .icpp problem.

Things like loading image in any format will not work (because image plugins will not get registered).

Sorry I forgot my solution to these problems. As for the .icpp files: I renamed them to .cpp and they compiled.

But that does not solve the problem.

Please test this app:

[http://www.ultimatepp.org/examples\\$ImageView\\$en-us.html](http://www.ultimatepp.org/examples$ImageView$en-us.html)

Without correct .icpp handling, it would not work, because

`StreamRaster::OpenAny`

will return nothing, as registration in .icpp files is not performed.

Quote:

I also forgot to post a common problem with this solution which I think has to do with one of the issues you mention. When you run your program the GUI is not proper. The border are missing, buttons are black on some places and arrayctrl headers are not drawn properly.

Yes, very likely.

The definition of .icpp files is that all global constructors in these are performed on startup. If you put those into .lib, linker will not link these files into .exe (as there are no references to the code) and thus you e.g. will not have png plugin available for `StreamRaster::OpenAny`.

Mirek
