
Subject: more U++ Build 5485 Win32 with MSC10 IDE problem

Posted by [lut20121105](#) on Fri, 09 Nov 2012 09:05:32 GMT

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Thanks Mirek,

Thanks for all the pointers, some I need further clarification.

Before I carry on, I would like to correct some information I put up.

"6.0.5 U++ first build I did not get the exe popup whatever example I build. I always set myAppy directory to G: drive (same as VC2010ex project directory). MinGW and Upp on D:." This happened to Upp 5485. The example package setting using MSC10. I saw no compiler error nor link error. Just wonder what did I setup wrongly.

Build environment as in Upp setup.

Builder MSC10

Compiler name: cl <- default empty. no diff.

External debugger: <empty>

Default debug info level: Full

use Blitz all static. Debug Options : -Od

Release mode default: Use BLITZ , all static, Optimezed for speed: -O2-GS Optimized for size: -O1 -GS others default empty.

Execution path directory

E:\Microsoft Visual Studio 10.0\VC\bin\Common7\IDE\

E:\Microsoft Visual Studio 10.0\VC\bin\vc\Bin

C:\Program Files\Microsoft SDKs\Windows\v7.0A\Bin

Include directory

E:\Microsoft Visual Studio 10.0\VC\bin\Vc\Include

C:\Program Files\Microsoft SDKs\Windows\v7.0A\Include

Include Library

E:\Microsoft Visual Studio 10.0\VC\bin\Vc\Lib

C:\Program Files\Microsoft SDKs\Windows\v7.0A\Lib

Rebuild all output

----- CtrlLib (GUI MSC10 DEBUG DEBUG_FULL BLITZ WIN32 MSC) (1 / 10)

BLITZ: LabelBase.cpp Button.cpp Switch.cpp EditField.cpp Text.cpp LineEdit.cpp DocEdit.cpp

ScrollBar.cpp HeaderCtr

l.cpp ArrayCtrl.cpp MultiButton.cpp PopupTable.cpp DropList.cpp DropChoice.cpp Static.cpp

Splitter.cpp FrameSp

litter.cpp SliderCtrl.cpp ColumnList.cpp Progress.cpp AKeys.cpp RichTextView.cpp Prompt.cpp

Help.cpp DateTimeC

trl.cpp Bar.cpp MenuItem.cpp MenuBar.cpp ToolButton.cpp ToolBar.cpp ToolTip.cpp

StatusBar.cpp TabCtrl.cpp Tree

Ctrl.cpp DropTree.cpp DlgColor.cpp ColorPopup.cpp ColorPusher.cpp FileList.cpp FileSel.cpp
FileSelUtil.cpp Pri
nterJob.cpp Windows.cpp Win32.cpp TrayIconWin32.cpp TrayIconX11.cpp Update.cpp
CtrlUtil.cpp LNGCtrl.cpp Ch.cpp

There were errors. (0:00.23) <--- where is the error? Is it in all the above original source???

On BUGS???

1. So I better off using MSC10 rather than MinGW gcc?
2. upp5485 MyApp appears in d:\upp\out\MyApps. All Intermediate files debugs .o goes in .\core\, .\Ctrlcore\, \.MSC10.Debug., etc. My original setup directory and source is in g:\workarea3\UppMyApps and g:\Workarea3\UppExamples. Does it default to d:\upp\out everytime I select an example package for compile??
3. Please show example of what you mean.
4. I used to modified / Add / Delete a few line in Windows program in VC3 for some key intercep on GUI, such that when user click Add button or press enter in Line edit field, will be intercep to same routine. I have no clue about key virtual method please show me how to do it in Upp. (If too long send me private message).
5. In Linux are you referring to the distro base, RH, Debian, Slackware or KDE, Gnome, QT, Wxwidget GUI base? I know all there contribute to interoperation. Now I have another GUI is Upp to add on rigit??

Thanks you are very helpful. My concept in OOP is very basic, class, inheritant, polymorphic still not fully grasp.