
Subject: Re: Compile Error for OleDB with MSC9 Compiler

Posted by [navi](#) on Fri, 11 Jan 2013 05:01:12 GMT

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```
#include <CtrlLib/CtrlLib.h>

using namespace Upp;

struct mywindow : TopWindow{
    mywindow(){
        HCenterPosZ(500).VCenterPosZ(600);
    }
};

GUI_APP_MAIN
{
    mywindow m;
    m.Run();
}
```

Even the simple code above fails gloriously in MSC9 with the following error!

```
----- CtrlLib ( GUI MSC9 BLITZ WIN32 MSC ) ( 1 / 9)
----- CtrlCore ( GUI MSC9 BLITZ WIN32 MSC ) ( 2 / 9)
----- Draw ( GUI MSC9 BLITZ WIN32 MSC ) ( 3 / 9)
----- plugin/bmp ( GUI MSC9 BLITZ WIN32 MSC ) ( 4 / 9)
----- RichText ( GUI MSC9 BLITZ WIN32 MSC ) ( 5 / 9)
BLITZ: Object.cpp ParaPaint.cpp TxtData.cpp TxtPaint.cpp TxtOp.cpp Format.cpp TableCell.cpp
TableLayout.cpp TablePaint.cpp
p TableData.cpp TextPaint.cpp TextStyle.cpp TextData.cpp TextTable.cpp EncodeHTML.cpp
Util.cpp
----- Core ( GUI MSC9 BLITZ WIN32 MSC ) ( 6 / 9)
BLITZ: Mt.cpp Bom.cpp Path.cpp NetNode.cpp App.cpp Log.cpp Debug.cpp Random.cpp
LocalProcess.cpp Value.cpp ValueUtil.cpp
Lang.cpp LangInfo.cpp JSON.cpp z.cpp Topic.cpp CoWork.cpp MD5.cpp SHA1.cpp InetUtil.cpp
Socket.cpp Http.cpp Dli.cpp Win32Util.cpp
----- plugin/z ( GUI MSC9 BLITZ WIN32 MSC ) ( 7 / 9)
----- plugin/png ( GUI MSC9 BLITZ WIN32 MSC ) ( 8 / 9)
----- MSC_TestAPP001 ( GUI MAIN MSC9 BLITZ WIN32 MSC ) ( 9 / 9)
$blitz.cpp
c:\upp\uppsrc\richtext\txtop.cpp(54) : fatal error C1001: An internal error has occurred in the
compiler.
(compiler file 'f:\dd\vctools\compiler\utclib\src\p2\main.c[0x6DFF4F50:0x0000002C]', line 182)
To work around this problem, try simplifying or changing the program near the locations listed
```

above.

Please choose the Technical Support command on the Visual C++

Help menu, or open the Technical Support help file for more information

Internal Compiler Error in C:\Program Files (x86)\Microsoft Visual Studio 9.0\VC\Bin\cl.exe. You will be prompted to send

an error report to Microsoft later.

main.cpp

MSC_TestAPP001: 1 file(s) built in (0:00.44), 440 msecs / file, duration = 1388 msecs, parallelization 91%

RichText: 16 file(s) built in (0:01.02), 64 msecs / file, duration = 2590 msecs, parallelization 81%

\$blitz.cpp

Core: 24 file(s) built in (0:01.85), 77 msecs / file, duration = 3447 msecs, parallelization 60%

There were errors. (0:03.77)

however, builds and runs in Debug mode!?

----- CtrlLib (GUI MSC9 DEBUG DEBUG_FULL BLITZ WIN32 MSC) (1 / 9)

----- CtrlCore (GUI MSC9 DEBUG DEBUG_FULL BLITZ WIN32 MSC) (2 / 9)

----- Draw (GUI MSC9 DEBUG DEBUG_FULL BLITZ WIN32 MSC) (3 / 9)

----- plugin/bmp (GUI MSC9 DEBUG DEBUG_FULL BLITZ WIN32 MSC) (4 / 9)

----- RichText (GUI MSC9 DEBUG DEBUG_FULL BLITZ WIN32 MSC) (5 / 9)

----- Core (GUI MSC9 DEBUG DEBUG_FULL BLITZ WIN32 MSC) (6 / 9)

BLITZ: Cpu.cpp Mt.cpp sheap.cpp String.cpp WString.cpp StrUtil.cpp Bom.cpp Path.cpp

NetNode.cpp App.cpp Stream.cpp BlockS

tream.cpp Log.cpp Debug.cpp Util.cpp mathutil.cpp Random.cpp LocalProcess.cpp Vcont.cpp

Hash.cpp Callback.cpp TimeDat

e.cpp OldValue.cpp Value.cpp ValueUtil.cpp Format.cpp Convert.cpp Color.cpp Gtypes.cpp t.cpp

Lang.cpp LangInfo.cpp pa

rser.cpp XML.cpp Xmlize.cpp JSON.cpp Uuid.cpp Ptr.cpp z.cpp Topic.cpp CoWork.cpp MD5.cpp

SHA1.cpp InetUtil.cpp Socket

.cpp Http.cpp Dli.cpp Win32Util.cpp

----- plugin/z (GUI MSC9 DEBUG DEBUG_FULL BLITZ WIN32 MSC) (7 / 9)

----- plugin/png (GUI MSC9 DEBUG DEBUG_FULL BLITZ WIN32 MSC) (8 / 9)

----- MSC_TestAPP001 (GUI MAIN MSC9 DEBUG DEBUG_FULL BLITZ WIN32 MSC) (9 / 9)

\$blitz.cpp

main.cpp

MSC_TestAPP001: 1 file(s) built in (0:01.37), 1375 msecs / file, duration = 2839 msecs, parallelization 69%

Core: 48 file(s) built in (0:02.11), 44 msecs / file, duration = 3604 msecs, parallelization 55%

Linking...

J:\Out\MyApps\MSC_TestAPP001\MSC9.Debug.Debug_Full.Gui.Main\MSC_TestAPP001.exe
(4574720 B) linked in (0:05.30)

OK. (0:05.44)

also the MXC9X64 compiler seems to have no problem compiling the app in optimal mode.

```
----- CtrlLib ( GUI MSC9X64 SHARED BLITZ WIN32 MSC ) (1 / 9)
----- CtrlCore ( GUI MSC9X64 SHARED BLITZ WIN32 MSC ) (2 / 9)
----- Draw ( GUI MSC9X64 SHARED BLITZ WIN32 MSC ) (3 / 9)
----- plugin/bmp ( GUI MSC9X64 SHARED BLITZ WIN32 MSC ) (4 / 9)
----- RichText ( GUI MSC9X64 SHARED BLITZ WIN32 MSC ) (5 / 9)
----- Core ( GUI MSC9X64 SHARED BLITZ WIN32 MSC ) (6 / 9)
----- plugin/z ( GUI MSC9X64 SHARED BLITZ WIN32 MSC ) (7 / 9)
----- plugin/png ( GUI MSC9X64 SHARED BLITZ WIN32 MSC ) (8 / 9)
----- MSC_TestAPP001 ( GUI MAIN MSC9X64 SHARED BLITZ WIN32 MSC ) (9 / 9)
J:\Out\MyApps\MSC_TestAPP001\MSC9x64.Blitz.Gui.Main.Shared\MSC_TestAPP001.exe
(1422848 B) is up to date.
```

OK. (0:00.14)
