
Subject: Compile U++

Posted by [NilaT](#) on Thu, 16 May 2013 13:43:40 GMT

[View Forum Message](#) <> [Reply to Message](#)

Hello,

I just had the idea of improving U++ a bit, for my needs.

Because U++ is open source, this shouldn't be a problem right?

But somehow it's not as easy as I thought.

In my opinion I need to open U++ and open the "TheIDE main package".

So far so good, when I press F7 to compile U++, it tells me:

Quote:BLITZ: Core.cpp Hdepend.cpp Package.cpp Workspace.cpp usc.cpp Host.cpp

----- ide/LayDes (GUI MSC10 DEBUG DEBUG_FULL BLITZ WIN32 MSC) (3 / 35)

BLITZ: sdiff.cpp laylib.cpp layusc.cpp property.cpp textprop.cpp fontprop.cpp propane.cpp

item.cpp layout.cpp visgen.cpp laydes.cpp layfile.cpp laywin.cpp

----- ide/IconDes (GUI MSC10 DEBUG DEBUG_FULL BLITZ WIN32 MSC) (4 / 35)

\$blitz.cpp

c1xx : fatal error C1083: Datei (Quelle) kann nicht ge"ffnet werden: "C:/Program

Files\upp2\out\ide\Common\MSC10.Debug.Debug_Full.Gui\blitz. cpp ": No such file or directory

ide/Common: 3 file(s) built in (0:00.16), 53 msec / file, duration = 1435 msec, parallelization

68%

\$blitz.cpp

c1xx : fatal error C1083: Datei (Quelle) kann nicht ge"ffnet werden: "C:/Program

Files\upp2\out\ide/Core\MSC10.Debug.Debug_Full.Gui\blitz. cp p ": No such file or directory

ide/Core: 6 file(s) built in (0:00.08), 13 msec / file, duration = 266 msec, parallelization 89%

\$blitz.cpp

c1xx : fatal error C1083: Datei (Quelle) kann nicht ge"ffnet werden: "C:/Program

Files\upp2\out\ide\LayDes\MSC10.Debug.Debug_Full.Gui\blitz. cpp ": No such file or directory

ide/LayDes: 13 file(s) built in (0:00.04), 3 msec / file, duration = 359 msec, parallelization 90%

IconDes.cpp

C:\Program Files\upp2\uppsrc\ide\IconDes\IconDes.cpp : fatal error C1033: Programmdatenbank

"c:\program files\upp2\out\ide\icondes\msc10.debug.debug_full.gui\iconde s-1.pdb " kann nicht
ge"ffnet werde

n

IdeDes.icpp

C:\Program Files\upp2\uppsrc\ide\IconDes\IdeDes.icpp : fatal error C1033: Programmdatenbank

"c:\program files\upp2\out\ide\icondes\msc10.debug.debug_full.gui\iconde s-2.pdb " kann nicht
ge"ffnet werde

n

ide/IconDes: 2 file(s) built in (0:00.36), 180 msec / file, duration = 405 msec, parallelization 73%

There were errors. (0:01.85)

I suggest I miss some compiler flags?

May you can help me out?

I also tried turning Blitz off in "Build Methods" and in the package organizer... With no success.

And after it compiles, do I just have to replace the U++ exe I'm running with my fresh compiled

one?

Or does it take more?

I also searched the site, but didn't find anything useful.

Thanks in advance

When my code is running, I'll share it with you.
