
Subject: Re: Is U++ compatible with VC++ Express 2012?
Posted by [Sender Ghost](#) on Sun, 02 Jun 2013 10:48:17 GMT
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Hello, Neil.

nlneilson wrote on Sun, 02 June 2013 02:40With 6128 I get several pages of:

fatal error C1083: Cannot open include file: 'windef.h': No such file or directory

As I already said in Redmine, I created the patch for initial support only. The include and library directories might be different.

For further support I need to check include and library directories/files from computers with installed Visual Studio 2012. For this purpose I created following console application (which is excerpt from actual auto-setup):

Toggle source code

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

```
using namespace Upp;
```

```
String NormalizePathNN(const String& path)
```

```
{  
    return IsNull(path) ? path : NormalizePath(path);  
}
```

```
bool ExistProgram(String& bin, const char *dir, const char *file)
```

```
{  
    String win = NormalizePath(GetWindowsDirectory());  
    if (FileExists(AppendFileName(win.Mid(0, 3) + dir, file))) {  
        bin = win.Mid(0, 3) + dir;  
        return true;  
    }  
    return false;  
}
```

```
bool OrderOfFiles(const String& a, const String& b)
```

```
{  
    return stricmp(a, b) < 0;  
}
```

```
void PrintDir(const String& dir, Vector<String>& list)
```

```
{  
    FindFile ff(AppendFileName(dir, ".*"));  
    int from = dir.EndsWith(AsString(DIR_SEP)) ? dir.GetCount() : dir.GetCount() + 1;  
    Vector<String> dirs, files;
```

```
    while (ff) {  
        String p = AppendFileName(dir, ff.GetName());
```

```

if (ff.IsFile())
    files.Add(p.Mid(from));
if (ff.IsFolder())
    dirs.Add(p);
ff.Next();
}

Sort(dirs, &OrderOfFiles);
Sort(files, &OrderOfFiles);

if (!files.IsEmpty()) {
    list.Add(dir);
    RLOG("--> " << dir);
    for (int i = 0, n = files.GetCount(); i < n; ++i)
        RLOG(files[i]);
}

for (int i = 0, n = dirs.GetCount(); i < n; ++i)
    PrintDir(dirs[i], list);
}

CONSOLE_APP_MAIN
{
    String sdk = NormalizePathNN(GetWinRegString("InstallationFolder",
        "SOFTWARE\\Microsoft\\Microsoft SDKs\\Windows\\v8.0",
        HKEY_LOCAL_MACHINE));

    String bin;
    if (!IsNull(sdk) && FileExists(AppendFileName(sdk, "VC\\Bin\\cl.exe"))) {
        bin = sdk;
    }
    else
        ExistProgram(bin, "Program Files (x86)\\Microsoft Visual Studio 11.0", "VC\\Bin\\cl.exe")
        || ExistProgram(bin, "Program Files\\Microsoft Visual Studio 11.0", "VC\\Bin\\cl.exe");
    RDUMP(sdk);
    RDUMP(bin);
    if (!IsNull(bin))
        RLOG("MSC11 supported");
    String vc_64 = AppendFileName(bin, "VC\\Bin\\x64");
    if (!FileExists(AppendFileName(vc_64, "cl.exe")))
        vc_64 = AppendFileName(bin, "VC\\Bin\\x86_amd64");
    if (bin.GetLength() && FileExists(AppendFileName(vc_64, "cl.exe")))
        RLOG("MSC11x64 supported");

    if (IsNull(sdk) || IsNull(bin))
        return;

    String incbin = AppendFileName(bin, "VC\\Include"),
        incsdk = AppendFileName(sdk, "Include"),

```

```
libbin = AppendFileName(bin, "VC\\Lib"),
libsdk = AppendFileName(sdk, "Lib");

RLOG("Include files:");
Vector<String> includes;
PrintDir(incbin, includes);
PrintDir(incsdk, includes);
RDUMPC(includes);
RLOG("Library files:");
Vector<String> libs;
PrintDir(libbin, libs);
PrintDir(libsdk, libs);
RDUMPC(libs);
}
```

This application creates log file, which you could compress and send me through private message or post it here. Then I could compare it with Visual Studio 2012 topic output and create additional patch.
