
Subject: Re: Is U++ compatible with VC++ Express 2012?
Posted by [Sender Ghost](#) on Fri, 05 Jul 2013 06:46:09 GMT
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nIneilson wrote on Wed, 03 July 2013 15:15As a side note the M\$VS 2013 Preview is now available.

Ok, I created redmine issue and necessary patch for this feature.

I used following console application to get path, include and library directories:

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 strcmp(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\v8.1",
                                                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 12.0", "VC\bin\cl.exe")
        || ExistProgram(bin, "Program Files\Microsoft Visual Studio 12.0", "VC\bin\cl.exe");
    RDUMP(bin);
    RDUMP(sdk);
    if (!IsNull(bin))
        RLOG("MSC12 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("MSC12x64 supported");

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

    String pathbin = AppendFileName(bin, "VC\bin"),
    pathsdk = AppendFileName(sdk, "bin"),
    incbin = AppendFileName(bin, "VC\include"),
    incsdk = AppendFileName(sdk, "Include"),
    libbin = AppendFileName(bin, "VC\lib"),
    libsdk = AppendFileName(sdk, "Lib");

    RLOG("Path files:");
}

```

```
{  
    Vector<String> bins;  
    PrintDir(pathbin, bins);  
    PrintDir(pathsdk, bins);  
    RDUMPC(bins);  
}  
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);  
}
```

In the attachments you could find log file output and MSC12 builder files (for patched TheIDE).

File Attachments

- 1) [MSC12Config.zip](#), downloaded 370 times
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