
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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nneilson 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 392 times
