Subject: Re: [Tutorial] Using the Visual Studio IDE with U++
Posted by Dsonophorus on Tue, 29 Oct 2013 17:37:08 GMT

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I'm just getting started with UPP. Here is another quick and dirty integration of UPP with visual studio. I have included the sln as an example. I use it as a template project. As with the above method, it must be linked with winmm.lib and mpr.lb from windows.

beyond that, I just copied a version of uppsrc into the directory of this project, but it can reside anywhere as long as you set your include directory to it in the project configuration.

I included all the .cpp files into a single file called core.cpp. The .icpp files I renamed as .cpp The .c file were less encapsulated so I added the .c files from the plugin/bmp, plugin/png and plugin/z directories manually.

As was noted the buttons and some borders draw black - even in the release version, so that still needs some solution.

I really like the work done on UPP. It is very clean and tight in many important ways. The "code locking" into theIde is questionable so perhaps something like this can help.

File Attachments
1) UPP_VS_SLN.zip, downloaded 439 times