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Subject: Re: Microsoft Visual C++ workspace  
Posted by [okigan](#) on Tue, 05 Sep 2006 23:27:56 GMT  
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Ok updating this post to the latest finding.

Older files are included in the svn but should not be used in the build. It was easier to build with 605 version since there was more of one-2-one match between which (\*.cpp) files are in the directory and which ones are actually used.

Through trial and error i've resetup the workspace with the latest svn snapshot (among other things omitting the PixelArray.cpp) and now can build/run couple of the samples.

So will the unused files be removed from 'HEAD' revision or will continue to stay there?

ex: latest version (34)  
<https://svn.sourceforge.net/svnroot/upp/uppsrc/Draw/>  
shows PixelArray.cpp which is not used.

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