## Subject: U++ with Visual Studio 2017?
Posted by DrOldies on Wed, 27 Feb 2019 23:45:21 GMT

I've looked through a large number of discussions from the past few years about accessing U++ from Visual Studio. I did not see a working solution. I'd really like to integrate U++ in to my VS development projects rather than port everything over to TheIDE.

Thought I take a stab at it and just included the path to \uppsrc in the VS Property Manager's include paths. My 1st error is listed below. I assume if there's this one, there are probably more. Has anyone come up with a successful integration process?

Just hoping!
Thanks

```
d:\c++\ultimate++ for windows\upp\uppsrc\core\topt.h(157): note: could be 'T'
1>      with
1>      [
1>         T=Upp::byte
1>      ]
1>d:\c++\ultimate++ for windows\upp\uppsrc\core\topt.h(157): note: or     'T *'
1>      with
1>      [
1>         T=Upp::byte
1>      ]
1>d:\c++\ultimate++ for windows\upp\uppsrc\core\topt.h(157): error C2784: 'void
Upp::AssertMoveablePtr(T,T)': could not deduce template argument for 'T' from 'T'
1>      with
1>      [
1>         T=Upp::byte
1>      ]
1>d:\c++\ultimate++ for windows\upp\uppsrc\core\topt.h(154): note: see declaration of
'Upp::AssertMoveablePtr'
1>d:\c++\ultimate++ for windows\upp\uppsrc\core\topt.h(157): error C2784: 'void
Upp::AssertMoveablePtr(T,T)': could not deduce template argument for 'T' from 'T'
1>      with
1>      [
1>         T=Upp::dword
```