
Subject: Re: Navigator window - gone?

Posted by [mirek](#) on Fri, 08 Sep 2023 06:51:21 GMT

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luoganda wrote on Tue, 05 September 2023 21:12added to upper post...

This is the 1st time that i try to
compile theide via umk on windows, so - i've got a few errors.

>>

cannot open include file: 'clang-c/Index.h': No such file or directory
ok - i've added it to compiler path in CLANG(and MSVC) and then this is ok.

>>

uppsrc\ide\LayDes\LayWin.cpp(180):
modified to "LayDes::Zoom = LayDes::Zoom < 5 ? 5 : LayDes::Zoom < 10 ? 10 : 0;"
and it works without throwing an error(msvc17 compiler used, i don't know if clang would throw
the same 'could be this and that...' error).

>>

uppsrc\ide\Errors.cpp(700):
modified to "int sh = Utf32Len(String(txt) << sl, atoi(h[2])) + sl;" after this works without error on
msvc17(don't know about clang though).

>>

after this i used clang and then there were linking issues:

Linking...
ld.lld: error: undefined symbol: __declspec(dllimport) _clang_getCString
>>> referenced by
...upp/_out/ide/clang/CLANG.Blitz.Gui.Sse2/ide/clang\$blitz.o:(FetchString(CXString))
and maaany more "clang_..." linking errors, i think funcs from libclang.cpp are missing.
What and where do i add them to be linked against - a fix in a makefile?
Could be library from upp/bin/llvm/libclang.lib(probably only if clang is used),
or libclang.cpp from uppsrc/ide/clang/libclang.cpp(which is probably the correct one to use).

You cannot build theide with msvc easily anymore. (MSVC continues to be supported for user
projects, but I see no reason to fight for theide to be MSVC compatible out of box).

Also, I am not sure theide works properly in Win7 anymore and I am not willing to invest time to
even check. It is 2023 ffs...