
Subject: Re: New release 2024 "alpha phase"
Posted by [Tom1](#) on Wed, 11 Sep 2024 08:48:43 GMT
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Tom1 wrote on Tue, 10 September 2024 18:15mirek wrote on Tue, 10 September 2024 15:40Tom1 wrote on Mon, 09 September 2024 15:07A compiler warning popped up on 32-bit MSBT22:

C:\upp-git\upp.src\uppsrc\Core\FileMapping.h (18): warning C4244: 'argument': conversion from 'Upp::int64' to 'size_t', possible loss of data

Thanks, fixed.

Quote:

BTW: which condition flags should I use to include specific libraries only for 64-bit targets in TheIDE Package organizer? E.g. WIN64 or _WIN64 does not seem to work here.

Best regards,

Tom

That is suprisingly complicated problem... Build method actually does not really know / care about that. And frankly, so far, there were no specific library names for 64-bit, usually in win32, they are just placed to different folders.

If you think this is really worth fixing, the simple way is to put something into Common fixed flags in the build method. I can do that in automatic build method setup... I guess placing "M32" to 32-bit build methods should do the job.

Mirek
Hi,

Some external libraries (and DLLs) I use come with just different names for 32/64 bit variants. It would be helpful to have a way to use e.g. "WIN32 M32" or "WIN32 !M32" to link with the correct variant and avoid linking errors.

Best regards,

Tom

Thanks for the advise Mirek. Adding a 'M32' in 'Common fixed flags' for 32-bit CLANG allowed using condition 'WIN32 !M32' for a 64-bit DLL to prevent the linking error. It probably would not hurt to have a M32 and/or M64 flags pre-defined for the corresponding builders to make this work out of the box.

Best regards,

Tom
