
Subject: How to compile a upp program in MS Visual Studio?

Posted by [yoco](#) on Thu, 25 Jan 2007 19:45:40 GMT

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I use TheIDE to develop my upp program for 8 months.

I think TheIDE is very good.

But I'm very curious about how to compile a upp program in Visual Studio.

I've tried for a while, but the compiler just report 3xxx errors (OMG!!)

So.. how to compile a simple upp program in VS?

Thanks ^^

A simple upp program like this...

```
#include <CtrlLib/CtrlLib.h>
```

```
using namespace Upp;
```

```
struct MyAppWindow : TopWindow {  
    Button button;  
    void Click() { PromptOK("You have clicked the button!"); }  
    typedef MyAppWindow CLASSNAME;
```

```
    MyAppWindow() {  
        Title("My application with button");  
        Add(button.LeftPos(10, 100).TopPos(10, 30));  
        button.SetLabel("Click me!");  
        button <=<= THISBACK(Click);  
    }  
};
```

```
GUI_APP_MAIN  
{  
    MyAppWindow app;  
    app.Run();  
}
```