
Subject: Re: Windows XP64

Posted by [arturbac](#) on Thu, 10 May 2007 08:19:54 GMT

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1)

There is a lot wrong size casts

C:\upp\uppsrc\Core/String.h(625) : warning C4244: 'argument' : conversion from '__int64' to 'int', possible loss of data

C:\upp\uppsrc\CtrlLib\LineEdit.cpp(231) : warning C4244: 'argument' : conversion from '__int64' to 'int', possible loss of data

C:\upp\uppsrc\CtrlLib\DocEdit.cpp(58) : warning C4244: 'argument' : conversion from '__int64' to 'const int', possible loss of data

but i can handle this

2) I had to correct many things in Core like assembler inlines

but i started from this

```
#ifdef PLATFORM_WIN32
#define DIR_SEP '\\'
#define DIR_SEPS "\\"
#define PLATFORM_PATH_HAS_CASE 0
#ifndef PLATFORM_WINCE
#include <io.h>
#endif
#ifndef PLATFORM_MFC // just mini Windows headers
#ifndef COMPILER_MSC
#ifndef CPU_ARM
#ifndef _AMD64_
#ifndef _X86_
#define _X86_
#endif
#endif
#endif
#endif
```

I have inserted here

`#ifndef _AMD64_ before #define _X86_ and i added -D _AMD64_ to compilation flags`

At the end of succesfull compilattion

Linking...

C:\upp\out\MapMaker\MSC8x64.Debug_full.Gui.Main\\$blitz.obj : fatal error LNK1112: module machine type 'x64' conflicts with target machine type 'X86'

There were errors. (0:23.85)

Is You can see earlier file i supplyed in configuration, paths to x64 linker and compiller

I think there is lack of support for x64 in msvbuilder.cpp

and IDE tries to link for x86 with x64 linker or something

Any suggestions how i can build for WIN64 with AMD64

PS. You dont have to have x64 windows to build for it, just download PlatformSDk and use x86_64 croostools
