Subject: Compile Error on Windows 10
Posted by Krantz on Sat, 01 Sep 2018 15:25:04 GMT
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Hi, everyone. I am a newbie on Ultimate++.

Today I had my first try on this framework, but even the tutorial program fails to compile. I always get compile errors within the library, like "wchar does not name a type" etc. I thought that problem might be on my compiler (which is MinGW-w64 7.2.0), so I tried the 7z package with mingw, but the problem still exists. I'm desperate now. Anyway, I suppose that I really shouldn't get that many error messages.

Subject: Re: Compile Error on Windows 10
Posted by Klugier on Sun, 02 Sep 2018 00:53:25 GMT
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Hello,

Please post the screen shot of your TheIDE - similar to that https://www.ultimatepp.org/forums/index.php?t=getfile&id =5643&. Then I can diagnose some common problems.

Please also check that the problem you have is not that mentioned in this topic - https://www.ultimatepp.org/forums/index.php?t=msg&goto=50199&amp ;#msg_50199. U++ should work out of the box after unziping MinGW release without additional configuration.

Sincerely,
Klugier

Subject: Re: Compile Error on Windows 10
Posted by Krantz on Mon, 03 Sep 2018 10:38:47 GMT
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Below attached are screenshots of TheIDE and Build-Method dialog when I try to compile the tutorial Gui01.

The problems happened in package Core, where the compiler reports "wchar does not name a type". This screenshot is really using my own MinGW-w64, but the official "upp with mingw" reports exactly the same error message.

I guess some configuration of Upp went wrong, but I cannot figure out what's going on.

File Attachments
1) altogether.png, downloaded 596 times

Gui01 - GUI - TheIDE - D:\Portable-Programs\Ultimate++\tutorial\Gui01\main.cpp UTF-8 LF { tutorial }

File Edit Project Build Debug Assist Setup Help

GUI | MinGWw64 Release

- Gui01
- Core
- CtrlCore
- CtrlLib
- Draw
- PdfDraw
- RichText
- plugin/bmp
- plugin/png
- plugin/z
- <prj-aux>
- <ide-aux>
- <temp-aux>
- <meta>

main.cpp

main.cpp

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

using namespace Upp;

GUI_APP_MAIN {
    PromptOK("Hello world");
}
```

File	Line	Message (48
./string.h	3	error: 'wchar
./string.h	15	error: 'force
./string.h	17	error: 'wchar
./string.h	19	error: 'byte'
./string.h	19	error: expec
./string.h	20	error: 'int cm
./string.h	20	error: 'wchar

Subject: Re: Compile Error on Windows 10
Posted by Klugier on Mon, 03 Sep 2018 17:49:06 GMT
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Hello,

I think your installation is wrong. Please use bundled MinGW without specifying custom - it is the easiest way for beginners. Because, there is a high change that you mess with manual configuration.

You can download nightly or stable release, but with mingw in the name. All you need to do is unpack your file place it to the easy directory like "C:/Prototable/upp/" and then you can enjoy upp mingw experience - out of the box.

You can download nightly builds here. All files that posses following name pattern upp-mingw-x.7z (Where x is version number) is a good choice for beginners.

Sincerely,
Klugier

Subject: Re: Compile Error on Windows 10
Posted by Krantz on Wed, 05 Sep 2018 06:07:58 GMT
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Compile error again with the official "upp-with-mingw.7z", but somehow I think that I have found the problem.

The compiler on Windows does not really recognize the difference between <String.h> and <string.h>, so as "Core.h" intends to #include <string.h>, the compiler found <String.h> and #include that instead. I even tried to modify it and it becomes #include <cstring>, but in <cstring>, <string.h> is again included, and therefore <String.h> is selected, which causes the same error. But strangely enough, when I leave directory Core, and get back to uppsrc, then compiling Core.h succeeded, so it's the compiler that looks for system headers in brackets in current path '.', which really caused this problem.

Also, as far as I am concerned, 'wchar' is not a type in the standard, so I wonder where did the library define this, since <String.h> does not #include anything before its use of 'wchar' in the declaration of function 'wstrlen'.

Subject: Re: Compile Error on Windows 10
Posted by Klugier on Wed, 05 Sep 2018 14:19:36 GMT
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Hello,

Can you open the Core package in your project view and check if there are any files there? The

problem might be related to wrong assemblies setup. However, it is very unlikely if you installed from 7z archive.

I downloaded upp on fresh machine put it to the same folder you have put your installation and it works.

Can you also post your build method configuration one more time with include and lib directories attached.

Sincerely,
Klugier

Subject: Re: Compile Error on Windows 10
Posted by Krantz on Thu, 06 Sep 2018 11:06:25 GMT
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Hello,

Many thanks for your help and your patience. Problem solved.

The problem was really on my compiler. Just now, it suddenly occurred to me that I should have cleaned up my environment variables including C_INCLUDE_PATH, CPLUS_INCLUDE_PATH, etc. So I did that (also removed all reference to my own version of MinGW in PATH) and tried another time. This time all things worked fine. I suspect that TheIDE, although given the path of compilers, had still preferred the one in PATH, and that might be the real issue. By the way, MSVC also worked fine after my custom configuration.

Subject: Re: Compile Error on Windows 10
Posted by Klugier on Thu, 06 Sep 2018 12:39:04 GMT
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Hello,

I am glad you solved your problem. I wish you happy coding with TheIDE

Sincerely,
Klugier
