
Subject: Use Ultimate with Devc++

Posted by [dyblast](#) on Thu, 15 Jun 2006 09:19:58 GMT

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Hi, i want use ultimate with Devc++ but it's don't work

Compilateur: Default compiler

Building Makefile: "D:\Projets\squery2\Makefile.win"

```
make.exe -f "D:\Projets\squery2\Makefile.win" all
g++.exe -c main.cpp -o main.o -I"D:/Dev-Cpp/lib/gcc/mingw32/3.4.2/include"
-I"D:/Dev-Cpp/include/c++/3.4.2/backward" -I"D:/Dev-Cpp/include/c++/3.4.2/mingw32"
-I"D:/Dev-Cpp/include/c++/3.4.2" -I"D:/Dev-Cpp/include" -I"D:/Dev-Cpp/include/uppsrc"
-fexpensive-optimizations -O3
```

In file included from D:/Dev-Cpp/include/uppsrc/Core/Core.h:267,

from D:/Dev-Cpp/include/uppsrc/Draw/Draw.h:4,

from D:/Dev-Cpp/include/uppsrc/CtrlCore/CtrlCore.h:4,

from D:/Dev-Cpp/include/uppsrc/CtrlLib/CtrlLib.h:4,

from main.cpp:1:

D:/Dev-Cpp/include/uppsrc/Core/Stream.h: In constructor `FileOut::FileOut(const char*):

D:/Dev-Cpp/include/uppsrc/Core/Stream.h:494: error: `Open' undeclared (first use this function)

D:/Dev-Cpp/include/uppsrc/Core/Stream.h:494: error: (Each undeclared identifier is reported only once for each function it appears in.)

D:/Dev-Cpp/include/uppsrc/Core/Stream.h: In member function `bool FileAppend::Open(const char*):

D:/Dev-Cpp/include/uppsrc/Core/Stream.h:500: error: `Open' is not a member of `FileStream'

D:/Dev-Cpp/include/uppsrc/Core/Stream.h: In member function `bool FileIn::Open(const char*):

D:/Dev-Cpp/include/uppsrc/Core/Stream.h:508: error: `Open' is not a member of `FileStream'

D:/Dev-Cpp/include/uppsrc/Core/Stream.h: In member function `bool FileMapping::IsOpen() const':

D:/Dev-Cpp/include/uppsrc/Core/Stream.h:581: error: `hfile' undeclared (first use this function).....

How i can compile , can i compile a static library of Ultimate?

(sorry for my bad english)

thank

Subject: Re: Use Ultimate with Devc++

Posted by [fudadmin](#) on Thu, 15 Jun 2006 09:47:47 GMT

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why stone age DevC++?

Subject: Re: Use Ultimate with Devc++
Posted by [dyblast](#) on Thu, 15 Jun 2006 09:55:59 GMT
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clean, and easy to use. but i try with codeblocks and it's same

Subject: Re: Use Ultimate with Devc++
Posted by [fudadmin](#) on Thu, 15 Jun 2006 10:12:11 GMT
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dyblast wrote on Thu, 15 June 2006 10:55clean, and easy to use. but i try with codeblocks and it's same

Have you tried theIDE? Compare the speeds... How long does it take to open symbols in DevC++? You must have a lot of free time to use it... Codeblocks is much better than DevC++ but starting time is for quite patient people.

Easier than theIDE? You must be joking... Or you have never seen Assist++

Subject: Re: Use Ultimate with Devc++
Posted by [dyblast](#) on Thu, 15 Jun 2006 10:18:37 GMT
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ok .. if you tell but i want use devc++.. i want just know how compile with..

Subject: Re: Use Ultimate with Devc++
Posted by [fudadmin](#) on Thu, 15 Jun 2006 11:19:04 GMT
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dyblast wrote on Thu, 15 June 2006 11:18ok .. if you tell but i want use devc++.. i want just know how compile with..

which version? have in mind that u++ dev versions makefiles are not maintained (AFAIK). And u++ was not designed to use makefiles technology. But you can try if you have time...

Subject: Re: Use Ultimate with Devc++
Posted by [fudadmin](#) on Thu, 15 Jun 2006 14:10:16 GMT
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Maybe this could be useful:
[http://upp.sourceforge.net/www\\$upweb\\$linuxinstall\\$en-us.htm](http://upp.sourceforge.net/www$upweb$linuxinstall$en-us.htm) I

Subject: Re: Use Ultimate with Devc++
Posted by [mirek](#) on Thu, 15 Jun 2006 14:16:09 GMT
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dyblast wrote on Thu, 15 June 2006 06:18ok .. if you tell but i want use devc++.. i want just know how compile with..

I am not sure dev-c++ allows it, but to compile U++ apps not using TheIDE, you could try to use "umk" (like "U++ make") utility - it understands U++ project files etc...

Mirek

Subject: Re: Use Ultimate with Devc++
Posted by [dyblast](#) on Sat, 17 Jun 2006 14:01:16 GMT
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Can i create static library in Ultimate++ IDE (like .a) and use it in devc++?

Subject: Re: Use Ultimate with Devc++
Posted by [mirek](#) on Sat, 17 Jun 2006 17:05:11 GMT
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dyblast wrote on Sat, 17 June 2006 10:01Can i create static library in Ultimate++ IDE (like .a) and use it in devc++?

In theory, yes. You do not even have to use IDE, just create your makefile etc... These are standard C++ sources.

In practice, it is something that simply does not pay off.

Mirek

Subject: Re: Use Ultimate with Devc++
Posted by [dyblast](#) on Sat, 17 Jun 2006 17:43:22 GMT
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how do that then? i don't do that ...

Subject: Re: Use Ultimate with Devc++
Posted by [mirek](#) on Sat, 17 Jun 2006 18:11:35 GMT
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dyblast wrote on Sat, 17 June 2006 13:43how do that then? i don't do that ...

The very simple way is to compile something in release mode - release mode build process generates intermediate .a library files. Just pick them up in output directories.

Mirek

Subject: Re: Use Ultimate with Devc++
Posted by [forlano](#) on Sat, 17 Jun 2006 18:26:21 GMT
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dyblast wrote on Sat, 17 June 2006 19:43how do that then? i don't do that ...

Hello Dyblast,

I've worked with devcpp in the last 3 years. It worked pretty well and has a simple interface. Now I've simply uninstalled it because it is very... VERY... inadequate for using with U++. In fact all the documentation of U++ can be easily accessed with its TheIDE (Topic++, Navigate, etc...). With Devcpp I guess you cannot use the library for lack of documentation.

Regards,
Luigi

Subject: Re: Use Ultimate with Devc++
Posted by [mirek](#) on Sat, 17 Jun 2006 18:34:52 GMT
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BTW, I am really sorry we are not trying to solve your problem harder - but using U++ with Dev-C++ will yield ugly results, means if dev-c++ vs TheIDE is the issue, you will likely trash U++ sooner or later anyway

Mirek

Subject: Re: Use Ultimate with Devc++
Posted by [dyblast](#) on Sat, 17 Jun 2006 18:40:03 GMT
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i will try then ...
