
Subject: build show "There were errors." without explanation

Posted by [omari](#) on Tue, 10 Nov 2020 15:53:15 GMT

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I am using theide without Upp framework.

the builder compile all cpp files, but it does not link, it show the message

qr/QRcodes: 12 file(s) built in (0:01.29), 107 msec / file

There were errors. (0:01.29)

after investigation, i found that:

in file GccBuilder.cpp, line 86:

```
if(!pkg[i].separator) {  
    String gop = Gather(pkg[i].option, config.GetKeys());  
    Vector<String> srcfile = CustomStep(pkg[i], package, error);  
    if(srcfile.GetCount() == 0)  
        error = true;
```

comment out the two lines

```
// if(srcfile.GetCount() == 0)  
// error = true;
```

fix the build.

Subject: Re: build show "There were errors." without explanation

Posted by [mirek](#) on Tue, 10 Nov 2020 16:15:16 GMT

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Are you using custom steps?

How does .upp file look like?

Mirek

Subject: Re: build show "There were errors." without explanation

Posted by [omari](#) on Tue, 10 Nov 2020 16:43:16 GMT

mirek wrote on Tue, 10 November 2020 16:15Are you using custom steps?

How does .upp file look like?

Mirek

no custom steps, but, i am using "import.ext"

Subject: Re: build show "There were errors." without explanation
Posted by [omari](#) on Tue, 10 Nov 2020 16:59:21 GMT
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here a test case:

MacOS

test.upp:

file
import.ext,
test.cpp;

mainconfig
"" = "";

test.cpp:

#include <iostream>

```
int main(int argc, const char *argv[])
{
    return 0;
}
```

import.ext:

```
include_path
/usr/local/Cellar/opencv/4.5.0_3/include/opencv4,
.
;
```