

---

Subject: Microsoft Visual C++ workspace  
Posted by [okigan](#) on Tue, 05 Sep 2006 19:53:38 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

I like upp and theIDE, though I cannot afford to switch the current dev environment (at least not on permanent basis).

So I started to "convert" some of the projects to Microsoft Visual C++ workspace (ie. sln and vcproj files).

Attached zip with working setup for several upp libraries and examples. I had to change several default settings to get it to link in release (ms linker was crashing otherwise, seems like a bug in the whole program optimization/link time code generation).

The project files are done against version upp-win-605 since at the time latest svn was broken.

Anybody cares to follow up with eclipse version?

---

#### File Attachments

1) [uppv8.zip](#), downloaded 2652 times

---

---

Subject: Re: Microsoft Visual C++ workspace  
Posted by [unodgs](#) on Tue, 05 Sep 2006 20:50:14 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

okigan wrote on Tue, 05 September 2006 15:53  
The project files are done against version upp-win-605 since at the time latest svn was broken.

Broken? Have you tried the very latest svn ??

---

---

Subject: Re: Microsoft Visual C++ workspace  
Posted by [okigan](#) on Tue, 05 Sep 2006 23:15:09 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

```
1>----- Build started: Project: draw, Configuration: Release Win32 -----
1>PixelUtil.cpp
1>...\uppsrc\draw\PixelUtil.h(14) : error C2146: syntax error : missing ';' before identifier
'GetResult'
```

in the line:

```
PixelFormat GetResult() const;
```

Sandbox info:

```
...\upp>svn info
```

```
Path: .
```

```
URL: https://svn.sourceforge.net/svnroot/upp
```

```
Repository Root: https://svn.sourceforge.net/svnroot/upp
```

```
Repository UUID: f0d560ea-af0d-0410-9eb7-867de7ffcac7
```

```
Revision: 34
```

```
Node Kind: directory
```

```
Schedule: normal
```

```
Last Changed Author: unodgs
```

```
Last Changed Rev: 34
```

```
Last Changed Date: 2006-08-30 14:40:07 -0700 (Wed, 30 Aug 2006)
```

```
...\upp>svn diff
```

```
...\upp>
```

-----  
An obvious fix fails of adding include into the "PixelUtil.h" fails with following error:

```
1>.\PixelFormat.cpp(927) : error C2065: 'SmartStretch' : undeclared identifier
```

and the definition of 'SmartStretch' I cant find anywhere.

So what gives?

---

Subject: Re: Microsoft Visual C++ workspace

Posted by [mirek](#) on Tue, 05 Sep 2006 23:22:30 GMT

[View Forum Message](#) <> [Reply to Message](#)

Well, I am not sure what is going on, but PixelArray is 605 stuff, not present in latest sources.

Mirek

---

Subject: Re: Microsoft Visual C++ workspace

Posted by [okigan](#) on Tue, 05 Sep 2006 23:27:56 GMT

[View Forum Message](#) <> [Reply to Message](#)

Ok updating this post to the lastest finding.

Older files are included in the svn but should not be used in the build. It was easier to build with 605 version since there

was more of one-2-one match between which (\*.cpp) files are in the directory and which ones are actually used.

Through trial and error i've resetup the workspace with the latest svn snapshot (among other things omitting the PixelArray.cpp) and now can build/run couple of the samples.

So will the unused files be removed from 'HEAD' revision or will continue to stay there?

ex: latest version (34)

<https://svn.sourceforge.net/svnroot/upp/uppsrc/Draw/> shows PixelArray.cpp which is not used.

---