Subject: How to compile a upp program in MS Visual Studio?
Posted by yoco on Thu, 25 Jan 2007 19:45:40 GMT

I use TheIDE to develop my upp program for 8 months.
I think TheIDE is very good.
But I'm very curious about how to compile a upp program in Visual Studio.
I'vd tried for a while, but the compiler just report 3xxx errors     (OMG!!)
So.. how to compile a simple upp program in VS?

Thanks ^^

A simple upp program like this...

```
#include <CtrlLib/CtrlLib.h>
using namespace Upp;

struct MyAppWindow : TopWindow {
    Button button;
    void Click() { PromptOK("You have clicked the button!"); }
    typedef MyAppWindow CLASSNAME;

    MyAppWindow() {
        Title("My application with button");
        Add(button.LeftPos(10, 100).TopPos(10, 30));
        button.SetLabel("Click me!");
        button <<= THISBACK(Click);
    }
};

GUI_APP_MAIN
{
    MyAppWindow app;
    app.Run();
}
```

Subject: Re: How to compile a upp program in MS Visual Studio?
Posted by mirek on Thu, 25 Jan 2007 20:21:49 GMT

Search the forum, there was a discussion thread about this.

BTW, it would be nice if somebody maintained VS2005 .libs for at least major releases. Should not be so hard...

Mirek

Subject: Re: How to compile a upp program in MS Visual Studio?
Posted by yoco on Fri, 26 Jan 2007 06:16:18 GMT
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Thank you, after search the forums, I found this thread.
 http://www.ultimatepp.org/forum/index.php?t=msg&goto=511
7&&srch=Visual+C%2B%2B#msg_5117

But the link of this sample VS project zip file is invalid now.
Is there are other threads about this topic?
Thank you very much ^^

And, what need to do to maintain the VS2005 release?
I'd like to see what can I do for you ^_^

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Subject: Re: How to compile a upp program in MS Visual Studio?
Posted by okigan on Sun, 28 Jan 2007 06:44:13 GMT
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I did maintain it for a bit, but it managed to get out of sync

Assuming there is a reignited interest (ok, humor me here), and I recreate the sln/vcproj -- how
about checking them into the tree?

Okigan

---

Subject: Re: How to compile a upp program in MS Visual Studio?
Posted by mirek on Sun, 28 Jan 2007 07:39:43 GMT
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I do not see much sense in keeping them in the main tree. E.g. we do not keep makefiles there as
well, Bas recreates makefiles for each release.

But you could be uploading them to sf.net. Major release uploads would be enough.

It would be also nice to have .lib version...

Mirek

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Subject: Re: How to compile a upp program in MS Visual Studio?
Posted by okigan on Mon, 05 Feb 2007 17:57:14 GMT

Ok, I have the solution up and almost running (btw. there still
a number of files that are dead since 605 release).

I have problem with library init code which sits in the *.icpp
files (why the need for separate extention?). For example the
png/bmp lugins do not get loaded... what gives?

-okigan

## Subject: Re: How to compile a upp program in MS Visual Studio?
Posted by mirek on Mon, 05 Feb 2007 19:02:07 GMT

okigan wrote on Mon, 05 February 2007 12:57
I have problem with library init code which sits in the *.icpp
files (why the need for separate extention?). For example the
png/bmp lugins do not get loaded... what gives?
-okigan

Well, .icpp solved an interesting problem:

Global variables have to be constructed before program starts. This can be used to put
initialization code into constructors of dymmt empty variables. So far so good.

Anyway, U++ packages are compiled into .lib files so that linker can eliminate unreferenced =
unused .obj (in release mode) files. Unfortunately, files with initialization are quite often
unreferenced, because it is the initialization that binds them with the rest of library (e.g. raster
encoder/decoder plugins register image format). Means linker kicks them out of project.

.icpp is the solution to this poblem as it tells build system to always link in the object file.

Mirek

## Subject: Re: How to compile a upp program in MS Visual Studio?
Posted by okigan on Mon, 05 Feb 2007 20:29:24 GMT

Mirek,

yeah, found some message that mentions that "*.icpp files are
forced to be compiled into the project".

I see the problem (had to resolve this on a number of projects
though no perfect solution came up).

So the *.icpp through kind of a monkey wrench into configuring
of the client projects. I like the ability of VS to just
specify which projects are dependencies and it resolves linker

I did a bit better than adding the *.icpp files into the client
project as the dependency can be solved at the liker level: ex.
BmpReg.obj is placed into $(OutDir) and added as input for the
linker. At least this way the client does not have to know how
to compile the plugins.

Another way is to make a DLL instead of lib which will make one
rather big file instead of current method which allows linker
to cherry pick func/classes whether  they are used or not.

So any input on how to make this easier to configure client
project is welcome.

---

Subject: Re: How to compile a upp program in MS Visual Studio?
Posted by okigan on Wed, 07 Feb 2007 10:03:46 GMT
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Here's VC8 sln/vcproj files for the current svn snapshot.
Just untar to top upp directory and open upp.sln.

All neatly organized in upp spirit and covers a couple of
samples to get you started...

Mirek I'd upload the libs, but they are more like 8MB
(compare to sln archive ~8KB).

-Okigan

File Attachments
1) uppvc8.tar.gz, downloaded 429 times

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Subject: Re: How to compile a upp program in MS Visual Studio?
Posted by captainc on Sat, 10 Feb 2007 15:07:30 GMT
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Can someone repost this file? the link is broken.

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Subject: Re: How to compile a upp program in MS Visual Studio?
Posted by mirek on Sun, 11 Feb 2007 08:36:58 GMT
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Works OK for me.

Mirek

Subject: Re: How to compile a upp program in MS Visual Studio?
Posted by okigan on Tue, 13 Feb 2007 19:44:23 GMT
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Works for me. You might be behind a proxy.