
Subject: How to compile a upp program in MS Visual Studio?

Posted by [yoco](#) on Thu, 25 Jan 2007 19:45:40 GMT

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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've 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

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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=5117&&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 ^_^

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

Subject: Re: How to compile a upp program in MS Visual Studio?

Posted by [okigan](#) on Mon, 05 Feb 2007 17:57:14 GMT

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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

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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

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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 linker 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) [uppv8.tar.gz](#), downloaded 456 times

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.

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.
