Subject: Windows XP64
Posted by arturbac on Wed, 09 May 2007 18:49:57 GMT
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I tried to build for Winx64 with MSVC8
I fight for 2h for compile my App with succes but
I canot link for x64 it shows me that target machine x86 conflicts with x64

Any suggestions ?

File Attachments
1) MSC8x64.bm, downloaded 525 times

Subject: Re: Windows XP64
Posted by fallingdutch on Thu, 10 May 2007 07:12:00 GMT
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I am Sorry but had to delete my x64 due to no support by siemens ... else i would like to check the problems here.

Bas

Subject: Re: Windows XP64
Posted by arturbac on Thu, 10 May 2007 08:19:54 GMT
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1)
There is a lot wrong size casts

C:\upp\uppsrc\Core/String.h(625) : warning C4244: 'argument' : conversion from '__int64' to 'int', possible loss of data
C:\upp\uppsrc\CtrlLib\LineEdit.cpp(231) : warning C4244: 'argument' : conversion from '__int64' to 'int', possible loss of data
C:\upp\uppsrc\CtrlLib\DocEdit.cpp(58) : warning C4244: 'argument' : conversion from '__int64' to 'const int', possible loss of data
but i can handle this

2) I had to correct many things in Core like assembler inlines
but i started from this
#ifdef PLATFORM_WIN32
 #define DIR_SEP '\\'

```
#define DIR_SEPS "\\"
#define PLATFORM_PATH_HAS_CASE 0
#ifndef PLATFORM_WINCE
 #include <io.h>
#endif
#ifndef PLATFORM_MFC // just mini Windows headers
 #ifdef COMPILER_MSC
  #ifndef CPU_ARM
   #ifndef _AMD64_
    #ifndef _X86_
     #define _X86_
    #endif
   #endif
```

I have inserted here
#ifndef _AMD64_ before #define _X86_ and i added -D _AMD64_ to compilation flags

At the end of succesfull compilattion
Linking...
C:\upp\out\MapMaker\MSC8x64.Debug_full.Gui.Main\$blitz.obj : fatal error LNK1112: module machine type 'x64' conflicts with target machine
 type 'X86'

There were errors. (0:23.85)

Is You can see earlier file i supplyed in configuration, paths to x64 linker and compiller
I think there is lack of support for x64 in msvcbuilder.cpp
and IDE tries to link for x86 with x64 linker or something

Any suggestions how i can build for WIN64 with AMD64

PS. You dont have to have x64 windows to build for it, just download PlatformSDk and use x86_64 croostools

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Subject: Re: Windows XP64
Posted by Ulti on Thu, 10 May 2007 13:22:01 GMT
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fallingdutch wrote on Thu, 10 May 2007 03:12I am Sorry but had to delete my x64 due to no support by siemens ... else i would like to check the problems here.

Bas
SIEMENS guy?
I was a SIEMENS guy

Subject: Re: Windows XP64
Posted by mirek on Thu, 10 May 2007 13:24:25 GMT
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arturbac wrote on Wed, 09 May 2007 14:49I tried to build for Winx64 with MSVC8
I fight for 2h for compile my App with succes but
I canot link for x64 it shows me that target machine x86 conflicts with x64

Any suggestions ?

Hi,

It is great to hear this. I was planning this (Win64) support for some time but never really got to that. However, I believe it should be quite simple now, as it works in 64-bit Linux without problems.

I believe that solution to the problem will be the introduction of new "MSC8_64" builder with fixed linker options. I believe it should be possible for you to do this; for starters search for "MSC8ARM" in uppsrc, that will reveal all places where original "MSC8" builder had to be fixed to support PocketPC... (and then please report patches

Mirek

Subject: Re: Windows XP64
Posted by arturbac on Thu, 10 May 2007 16:22:17 GMT
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MapMaker: 20 file(s) built in (0:11.07), 553 msecs / file, duration = 15562 msecs, parallelization 99%
Linking...
C:\upp\out\MSC8x64.Debug_full.Gui\MapMaker.exe (5278720 B) linked in (0:09.40)

OK. (0:21.93)

Thanks for Help
works

Could You include changes in future releases of TheIde ?

File Attachments
1) MscBuilder.cpp, downloaded 580 times

Subject: Re: Windows XP64
Posted by mirek on Thu, 10 May 2007 18:54:23 GMT
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Ide hopefully fixed (but you have used somewhat older version, so I hope I have merged it OK).

I will have to download x64 compiler soon to fix the rest.

Thanks.

Subject: Re: Windows XP64
Posted by fallingdutch on Thu, 10 May 2007 21:43:31 GMT
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Ulti wrote on Thu, 10 May 2007 15:22SIEMENS guy?
I was a SIEMENS guy

No, thank god not,

just need their Software,

Bas