
Subject: Releasing in Win32 xp

Posted by [tojocky](#) on Mon, 26 May 2008 08:57:30 GMT

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Hi! I compiled Ultimate++ release 805.r120 with MSC8 optimal on win32 xp sp3 was builded without errors.

I downloaded MakelInstall3 from uppbox repository from uvs. I Tried to make package with builded MakelInstall3 but have errors. Tell me please... where i can get more info about this! I analyzing the code for understand mechanism... but this is not sufficient for understand!

It will be great for new users to download builded release installers and test this!

Thank you.

With respect John.

Subject: Re: Releasing in Win32 xp

Posted by [unodgs](#) on Mon, 26 May 2008 09:07:51 GMT

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Do you want MakelInstall3 to be used as a universal installer? It was developed to create win32 releases of ultimte++. And it needs 7zip and WinInstall3 (also in uppbox) apps.

Subject: Re: Releasing in Win32 xp

Posted by [tojocky](#) on Mon, 26 May 2008 09:12:33 GMT

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How I can combine this for use MakelInstall3 to releasing for win32?

Subject: Re: Releasing in Win32 xp

Posted by [tojocky](#) on Mon, 26 May 2008 16:30:10 GMT

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I changed MakelInstall3 and make U++ install release svn.270 on win32 xp with MSC8 compiler. Thanks to Mirek Fidler (luzr), Daniel (unodgs) and Andrei Cosma(bytefield) for help.

Binary files for win32 you can download from:

1. [upp-win-svn.270.exe](#)
2. [upp-mingw-svn.270.exe](#)

I tested and its work fine!

Subject: Re: Releasing in Win32 xp
Posted by [unodgs](#) on Mon, 26 May 2008 18:29:50 GMT
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Looks like we have another maintainer. If you'd like to prepare regular svn builds please do - we need it. I am unfortunately not able to do it. I could then make only main releases (with changelog, updated libs etc). And I think these svn builds should be located together with linux builds on ultimate server. And please tell what changes you made to makeinstall3, I could merge them with current sources if necessary.

Subject: Re: Releasing in Win32 xp
Posted by [bytefield](#) on Mon, 26 May 2008 18:59:47 GMT
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Well, the build is near linux builds on ultimate server. The problem is if should be there both version of builds, with and without mingw? I've uploaded only the version without mingw, guess who use svn builds have already installed mingw or a MS compiler.

Andrei

Subject: Re: Releasing in Win32 xp
Posted by [tojocky](#) on Mon, 26 May 2008 19:16:09 GMT
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The modified source code of MakeInstall3 is here or in Attachment!

File Attachments

1) [MakeInstall3.7z](#), downloaded 601 times

Subject: Re: Releasing in Win32 xp
Posted by [mdelfede](#) on Mon, 26 May 2008 20:34:16 GMT
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Well, that's becoming more and more complete !
If we follow that thread, we'll beat Codeblocks

Max

Subject: Re: Releasing in Win32 xp
Posted by [mirek](#) on Mon, 26 May 2008 22:18:04 GMT

bytefield wrote on Mon, 26 May 2008 14:59Well, the build is near linux builds on ultimate server. The problem is if should be there both version of builds, with and without mingw? I've uploaded only the version without mingw, guess who use svn builds have already installed mingw or a MS compiler.

Andrei

I vote for releasing with mingw too.

In fact, I think current "svn" version is more stable than "official" 2007.1 (occassional blunder excluded).

And, more importantly, releasing with mingw allows also testing of the "complete" distribution. I mean, it puts all versions of release under testing. That is very useful...

Mirek

Subject: Re: Releasing in Win32 xp
Posted by [mdefede](#) on Tue, 27 May 2008 05:54:34 GMT

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Maybe he meant if he should include mingw on release (which makes it quite big file to download) or without it, not if he should release both mingw and MS compiled versions.

IMHO for svn builds would make more sense to separate mingw (which doesn't change) from upp. Or, maybe, to make the installer automatically download mingw if needed.

Max

Subject: Re: Releasing in Win32 xp
Posted by [tojocky](#) on Tue, 27 May 2008 05:57:58 GMT
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I made both releases (with and without mingw). Andrei (bytefield) helps me for upload release to server, I can do myself but I have not access.

John.

Subject: Re: Releasing in Win32 xp
Posted by [tojocky](#) on Tue, 27 May 2008 06:05:12 GMT
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IMHO for svn builds would make more sense to separate mingw (which doesn't change) from upp. Or, maybe, to make the installer automatically download mingw if needed.

Max

I vote for make separate release for mingw which will changes and build settings of u++, the release we can name mingw-for-upp.

Subject: Re: Releasing in Win32 xp
Posted by [mr_ped](#) on Tue, 27 May 2008 07:24:56 GMT
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I wonder whether there's some good way how to link this svnbuilds page with current Download / "upp-development" section (as that one has totally obsolete content right now anyway).

And there's no direct link to the new svnbuilds page yet.

Subject: Re: Releasing in Win32 xp
Posted by [bytefield](#) on Tue, 27 May 2008 07:34:08 GMT
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mdelfede wrote on Tue, 27 May 2008 08:54luzr wrote on Tue, 27 May 2008 00:18bytefield wrote on Mon, 26 May 2008 14:59Well, the build is near linux builds on ultimate server. The problem is if should be there both version of builds, with and without mingw? I've uploaded only the version without mingw, guess who use svn builds have already installed mingw or a MS compiler.

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IMHO for svn builds would make more sense to separate mingw (which doesn't change) from upp. Or, maybe, to make the installer automatically download mingw if needed.

Max

That i was thinking, i wasn't wanted to include mingw with every package, it make no sens, better have mingw as a separate package or make the installer to download and install it if needed. It isn't so hard to modify the installer to download current mingw version, or to specify to user that one compiler have to be installed on system.

Subject: Re: Releasing in Win32 xp
Posted by [mr_ped](#) on Tue, 27 May 2008 08:09:19 GMT

What's wrong with current 2 exe download? You either take the one without mingw, or the one with.

Installer may be not able to download anything (what if the target computer is offline?) and the U++ has been providing both installers since start I think.

In svnbuilds if we can afford to offer both of them, it would help to cover both versions with tests, as Mirek noted.

I think most of the people will not download the mingw version, but somebody new to U++ may eventually try it and report any problems. At least the maintainer will run the build scripts for mingw version all the time, so that's another part of final distribution covered.

Subject: Re: Releasing in Win32 xp

Posted by [mdefede](#) on Tue, 27 May 2008 08:18:54 GMT

mr_ped wrote on Tue, 27 May 2008 10:09What's wrong with current 2 exe download? You either take the one without mingw, or the one with.

well, the wrong could be the unneeded server space occupied by build, the time spent to package 2 executables and to upload them on server.

Quote:

Installer may be not able to download anything (what if the target computer is offline?) and the U++ has been providing both installers since start I think.

I agree to that one for releases builds, not for svn ones.

People that get svn builds usually have already an installed upp with mingw or, in the rare cases they don't they can fetch the mingw separately.

SVN builds, even if they're quite stable, should be used for testing purposes by people that already knows something about upp, and have a stable version installed.

BTW, I think the best stuff would be to provide theide with some way to check for an available mingw version and (optionally) update local version if older.

OR, it's possible to put a mingw-only installer on site and modify php script to allow people to download it if needed.

That would spare server space and upload time for mantainer.

Ciao

Max

Subject: Re: Releasing in Win32 xp
Posted by [unodgs](#) on Tue, 27 May 2008 08:43:32 GMT
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Quote:That would spare server space and upload time for mantainer.

I propose to keep on the server builds from last month only.

Of course this not solve upload time, but is this really a problem ?

The best would be of course if theide have some kind of plugin window in which user could select mingw (others compilers?) and libraries that can't be keep as part of upp sources (like SDL). Sources should be able to be updated via SVN (if it will be integrated with theide).

Subject: Re: Releasing in Win32 xp
Posted by [mdefede](#) on Tue, 27 May 2008 09:14:05 GMT
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unodgs wrote on Tue, 27 May 2008 10:43Quote:That would spare server space and upload time for mantainer.

I propose to keep on the server builds from last month only.

Of course this not solve upload time, but is this really a problem ?

I usually leave on server just latest 3-4 svn builds, just in case that a new one breaks something. One month would be about 15 svn times 3 (or 4) releases, too much for currente server's free space

Maybe 3-4 is a bit few (a bug could remain hidden for some days...) but at least that one will enforce bug reporting

Quote:

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[/quote]

I agree with that one, it could be an interesting addition.

BTW, I'm (slowly) coding an SVN class to integrate it on theide.... slowly because of lack of time on those days.

When the class will be ready for some tests (now it does just a checkin/commit) I'll post it on bazaar.

I think I'll need then some help do integrate with theide and, that would be really useful, someone that can write a visual diff/patch plugin for it.

More on tecnology lab... I guess that one is the right place!

Max

Subject: Re: Releasing in Win32 xp
Posted by [unodgs](#) on Tue, 27 May 2008 10:08:30 GMT
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Maybe 3-4 is a bit few (a bug could remain hidden for some days...) but at least that one will enforce bug reporting

I think Mirek could change the limit a bit Mirek could you tell what server limits are set now ?

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I think I'll need then some help do integrate with theide and, that would be really useful, someone that can write a visual diff/patch plugin for it.

More on tecnology lab... I guess that one is the right place!

My wish is to make TheIDE to be able to cooperate with any VCS, but this needs to make ide architecture more "pluginable". Please work on SVN, I'm working on GIT. In the end we could compare our experiences to know what ide needs to be able to handle both vcs properly. As for visual diff, we could take one from uvs2. It's not perfect but it's quite ok. Frankly it could be separated as package and extended in future (for example visual conflicts solving is missing now)

Subject: Re: Releasing in Win32 xp
Posted by [mirek](#) on Tue, 27 May 2008 11:00:59 GMT
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mdelfede wrote on Tue, 27 May 2008 01:54

Maybe he meant if he should include mingw on release (which makes it quite big file to download) or without it, not if he should release both mingw and MS compiled versions.

FYI, Win32 U++ is ALWAYS compiled with MSC (because it produces much smaller .exe).

Mirek

Subject: Re: Releasing in Win32 xp
Posted by [bytefield](#) on Tue, 27 May 2008 12:31:36 GMT

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luzr wrote on Tue, 27 May 2008 14:00
mdelfede wrote on Tue, 27 May 2008 01:54
Maybe he meant if he should include mingw on release (which makes it quite big file to download) or without it, not if he should release both mingw and MS compiled versions.

FYI, Win32 U++ is ALWAYS compiled with MSC (because it produces much smaller .exe).

Mirek

It is always compiled with MSC if maintainer do that(this version is also compiled with MSC), but guess distributing mingw with every svn builds is inutile and guess we cannot have on server more than 15 packages because of low storage space.

Alternatively we can have a single mingw installer near svnbuilds and who need it to can download it from there, and btw which programmer make programs without having a compiler installed on system?!?, let be serious and a new programmer doesn't begin using U++ until he know C++ and he cannot learn C++ without a compiler. And the mainly used compilers on windows are MSC ones and MinGW.

And i think every newcomer to U++ which use windows is reading this, where is explained clearly that you must have installed a compiler on your system.

So my proposal are to have mingw distributed with stable and official releases and one mingw package (installer) in svnbuilds for programmers who use latest svn builds (have it as a separate packages not bundled with upp svn packages), in fact the mingw is always the same, just the upp and theide is changing, so we must provide just the changes.

Subject: Re: Releasing in Win32 xp
Posted by [mirek](#) on Tue, 27 May 2008 12:56:16 GMT

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I guess you are missing the point here....

I agree that mingw release is somewhat redundant, EXCEPT for testing purposes. We already had situations when everything was OK, but something was broken in mingw release.

By releasing mingw we should be able to catch these bugs early.

Mirek

Subject: Re: Releasing in Win32 xp
Posted by [mirek](#) on Tue, 27 May 2008 14:02:14 GMT

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unodgs wrote on Tue, 27 May 2008 06:08Quote:

I usually leave on server just latest 3-4 svn builds, just in case that a new one breaks something. One month would be about 15 svn times 3 (or 4) releases, too much for current server's free space
Maybe 3-4 is a bit few (a bug could remain hidden for some days...) but at least that one will enforce bug reporting

I think Mirek could change the limit a bit Mirek could you tell what server limits are set now ?

We have 2GB total, 500MB used. Means there is 1.5GB free...

And, in fact, this is non-issue. Our sponsor offered hosting to us, so we can get our own machine on very fast backbone. Then the space is virtually unlimited

Mirek

Subject: Re: Releasing in Win32 xp
Posted by [bytefield](#) on Tue, 27 May 2008 14:27:34 GMT
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Quote:We have 2GB total, 500MB used. Means there is 1.5GB free...
Well, if you say so... But two weeks ago i couldn't upload my package because of space problem until i've removed others older packages.

Subject: Re: Releasing in Win32 xp
Posted by [mirek](#) on Tue, 27 May 2008 17:41:26 GMT
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OK, I will check again - maybe quotas are not distributed right...

Mirek

Subject: Re: Releasing in Win32 xp
Posted by [mdelfede](#) on Tue, 27 May 2008 18:10:22 GMT
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luzr wrote on Tue, 27 May 2008 14:56I guess you are missing the point here....

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Mirek

Well, I don't say we must suppress mingw releases, but right the opposite... mingw upp release IS useful for svn.

What I don't see so useful is to deploy complete mingw stuff on each svn build.

I don't know exactly how big is MINGW distrib, but I guess that can be good 10 MB of space... about the same that the complete upp build in linux.

IMHO, mingw should be separated from upp build, as it doesn't belong to it. Also people using wxwidgets usually don't deploy on each build the complete wxwidgets stuffs for the same reason.

Speaking about disk storage, I did find also the problem of disk space 2 weeks ago; for that reason I started to erase old builds when adding news ones. Maybe it's really a quota problem.

Max

Subject: Re: Releasing in Win32 xp

Posted by [mirek](#) on Tue, 27 May 2008 21:19:24 GMT

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mdelfede wrote on Tue, 27 May 2008 14:10

Speaking about disk storage, I did find also the problem of disk space 2 weeks ago; for that reason I started to erase old builds when adding news ones. Maybe it's really a quota problem.

Strange, I have just checked, it was at 350MB used and 750MB free.

Readjusted to 1400MB free....

Mirek

Subject: Re: Releasing in Win32 xp

Posted by [mdelfede](#) on Tue, 27 May 2008 21:58:21 GMT

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luzr wrote on Tue, 27 May 2008 23:19mdelfede wrote on Tue, 27 May 2008 14:10

Speaking about disk storage, I did find also the problem of disk space 2 weeks ago; for that reason I started to erase old builds when adding news ones. Maybe it's really a quota problem.

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Mirek

Really strange... when the problem arose, folder had some 30 64 bit builds plus 5-6 32 bit builds, so about 400 MB maximum.

BTW, how many 'previous' svn releases do you think it'll be wise to keep ?

Max

Subject: Re: Releasing in Win32 xp

Posted by [mirek](#) on Tue, 27 May 2008 22:20:11 GMT

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[quote title=mdelfede wrote on Tue, 27 May 2008 17:58]luzr wrote on Tue, 27 May 2008 23:19mdelfede wrote on Tue, 27 May 2008 14:10

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Mirek

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[quote]

Ops, sorry. Wrong info, I meant it had 750MB TOTAL, so 400MB maximum makes perfect sense....

Quote:

BTW, how many 'previous' svn releases do you think it'll be wise to keep ?

One if everything works

Mirek

Subject: Re: Releasing in Win32 xp

Posted by [mdelfede](#) on Tue, 27 May 2008 22:30:37 GMT

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Hehehehe... I'll try to look inside my crystall ball if there aren't hidden bugs somewhere

Max

Subject: Re: Releasing in Win32 xp

Posted by [tojocky](#) on Wed, 28 May 2008 06:03:03 GMT

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mdelfede wrote on Tue, 27 May 2008 21:10luzr wrote on Tue, 27 May 2008 14:56I guess you are missing the point here....

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Distribution with mingw is 16.8Mb and wothout mingw is 8.4Mb (for svn.270). I thing to separate only mingw reelease or can put documentation how install mingw and add an wizzard in Build Methods, for news user it will helpfull!

John.

Subject: Re: Releasing in Win32 xp

Posted by [mirek](#) on Wed, 28 May 2008 08:29:03 GMT

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tojocky wrote on Wed, 28 May 2008 02:03

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There already is wizard (Automatic setup).

Also, "our mingw" is way different from regular mingw. Different compiler version, our linker etc... A lot to test.

(BTW, I hope you are getting the "mingw" from U++ beta2 when creating the release).

Mirek

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Posted by [tojocky](#) on Wed, 28 May 2008 13:36:36 GMT

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luzr wrote on Wed, 28 May 2008 11:29 tojocky wrote on Wed, 28 May 2008 02:03

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Also, "our mingw" is way different from regular mingw. Different compiler version, our linker etc... A lot to test.

(BTW, I hope you are getting the "mingw" from U++ beta2 when creating the release).

Mirek

For sure I have with "mingw" from 2008.1beta... and when I creating release with "mingw" I get from 2008.1beta. If is other "mingw" for u++ then where can I get?

Subject: Re: Releasing in Win32 xp

Posted by [tojocky](#) on Mon, 02 Jun 2008 10:43:22 GMT

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When I build svn.277 release I have this error:

Quote:

```
D:\upp\MakeInstall\win32\upp.install.final\u\uppsrc\CtrlCore\Win32Wnd.cpp(286) :  
error C2556: 'void Upp::Ctrl::IsCompositedGui(void)' : overloaded function differs only by return type from 'bool Upp::Ctrl::IsCompositedGui(void)'  
d:\upp\makeinstall\win32\upp.install.final\u\uppsrc\ctrlcore\CtrlCore.h(1299) : see declaration of 'Upp::Ctrl::IsCompositedGui'  
D:\upp\MakeInstall\win32\upp.install.final\u\uppsrc\CtrlCore\Win32Wnd.cpp(286) :  
error C2371: 'Upp::Ctrl::IsCompositedGui' : redefinition; different basic types
```

d:\upp\makeinstall\win32\upp.install.final\upp\uppsrc\ctrlcore\CtrlCore.h(1299) : see declaration of 'Upp::Ctrl::IsCompositedGui'

Subject: Re: Releasing in Win32 xp
Posted by [mirek](#) on Mon, 02 Jun 2008 12:06:57 GMT
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Sorry, now fixed, sync again please.

Mirek

Subject: Re: Releasing in Win32 xp
Posted by [masu](#) on Tue, 03 Jun 2008 08:11:14 GMT
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Another error:

In file included from d:\programs\upp-svn\uppsrc\Core\heapdbg.cpp:7:
d:\programs\upp-svn\uppsrc\Core\HeapImpl.h:164: error: thread-local storage not supported for
this target

WinXP, Mingw 3.4.5, SVN rev 278

Regards,
Matthias

Subject: Re: Releasing in Win32 xp
Posted by [tojocky](#) on Tue, 03 Jun 2008 09:56:40 GMT
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masu wrote on Tue, 03 June 2008 11:11Another error:

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WinXP, Mingw 3.4.5, SVN rev 278

Regards,
Matthias

Did you used mingw from u++ release or other?

Subject: Re: Releasing in Win32 xp
Posted by [mirek](#) on Tue, 03 Jun 2008 11:36:11 GMT

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masu wrote on Tue, 03 June 2008 04:11Another error:

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WinXP, Mingw 3.4.5, SVN rev 278

Regards,
Matthias

New mingw supports tls. I am not sure it is worth fixing the code to work without tls - the result is
fundamentally broken in that case anyway.

Mirek

Subject: Re: Releasing in Win32 xp
Posted by [masu](#) on Tue, 03 Jun 2008 11:55:24 GMT

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I am using my already installed Mingw, but I will update it to 4.x, thanks.

Matthias

Subject: Re: Releasing in Win32 xp
Posted by [unodgs](#) on Mon, 09 Jun 2008 18:14:18 GMT

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tojocky wrote on Mon, 26 May 2008 15:16The modified source code of MakeInstall3 is here or in
Attachment!

Ok, I committed changes to uvs. I always had 7z and umk in system path that's why there was no
way to configgure it from gui.

Subject: Re: Releasing in Win32 xp
Posted by [tojocky](#) on Mon, 09 Jun 2008 20:22:35 GMT

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Thank you!
