**Subject: Win32 sample has error [BUG]**
Posted by amando1957 on Wed, 10 Sep 2008 11:21:45 GMT
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Hi folks,

Im using 2008.1 at WIN2K. I have tried the Win32 sample again (Win32 API project(no U++)), but does not run as it did not in version 2007.
If you click the menu item "Setup / Be verbose" and then run it, you will find the single error:

Error executing C:\upp\mingw\bin\windres.exe -i "C:\MyApps\uWin32_t\uWin32_t.rc" -o "C:/upp/ out/uWin32_t/MINGW.Debug.Debug_full.Gui.Main\uWin32_t$rc.o" --include-dir="C:\MyApps" --

So "uWin32_t.rc" seems to be an res-file, maybe that's it?

I have also commented on top like this:
#include <windows.h>
//#include "resource.h"

but did not help.

Somebody knows what to do?
kind greets
Martin

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**Subject: Re: Win32 sample has error [BUG]**
Posted by Mindtraveller on Fri, 12 Sep 2008 07:39:22 GMT
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Have you checked if
C:\upp\mingw\bin\windres.exe
is present?

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**Subject: C:\upp\mingw\bin\windres.exe**
Posted by amando1957 on Sat, 13 Sep 2008 10:08:39 GMT
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Hi Pavel,

Yes it is.

Martin

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## Subject: Re: C:\upp\mingw\bin\windres.exe
Posted by amando1957 on Sat, 13 Sep 2008 16:22:17 GMT

Hi to all,

I have removed all this res stuff now and also the refering files. So there are only two files left in the project dir:

uWin32_t.cpp // as shipping, but on top //#include "resource.h" commented
uWin32_t.upp // see below


The "uWin32_t.upp" is now looking like this:
description "test of U++ Win32 sample";

uses
 Draw;

library(WIN32) "kernel32 user32 gdi32 advapi32 shell32 winmm winspool comdlg32 ole32 oleaut32 uuid odbc32 odbccp32";

file
 uWin32_t.cpp;

mainconfig
 "" = "GUI";


This way I have got the OK,  but it still doesn't create a visible window.
Compared with the original *.upp I have added some lib files I found at VC6 (not recommended).
I also tried without the Draw with same result.
But I'll keep track and tell again.

kind greets
Martin

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## Subject: Re: C:\upp\mingw\bin\windres.exe
Posted by amando1957 on Sat, 13 Sep 2008 17:51:10 GMT

Hi to all,

Got it,

The error was the WNDCLASSEX, must be changed like this:

```
WNDCLASS wcex;
// wcex.cbSize = sizeof(WNDCLASS);
// ...........
// also without the Ex-extension:
if(RegisterClass(&wcex) == 0)
 return FALSE;
```

As I see it, using the WNDCLASSEX we should also take the CreateWindowEx() to be suiting.
Well its true, the WNDCLASS is the more old stuff, but its working.

If one likes to see my Win32 template with a tiny animation, get it here
(just copy and replace the shipping one):
http://nopaste.info/84c8103865.html
(but care for the *.upp)

BTW, in the main-loop the PeekMessage() is the better idea, as you can do even threads with it (a simple counter 0...3 will do).

I'm not sure about the res stuff now, maybe we can add it without harm.


kind greets
Martin

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## Subject: Re: C:\upp\mingw\bin\windres.exe
Posted by Mindtraveller on Mon, 15 Sep 2008 06:24:55 GMT
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Greetings, Martin.

This is rather strange situation as my projects compiled by MinGW without any source code change. I think it is not U++ source issue, but something with Win32 libraries or something with MinGW. Anyway this is critical bug and I don`t remember anyone complained about that since I started using TheIDE about a year ago.
So my proposal is re-checking everything (MingGW, resource executables versions, platform libs, U++ version, etc) instead of changing Core code.
Yes, there is a possibility of U++ internal sources error but this way MinGW compilation had to failed for all the others. But it is OK.
I understand it doesn`t help a much but at least I try to make your search a little bit narrowed.

I hope Mirek will reply this situation as an U++ author. He surely can give you more informative answer than me.

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## Subject: Re: C:\upp\mingw\bin\windres.exe

Posted by <u>amando1957</u> on Mon, 15 Sep 2008 08:32:56 GMT

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Hi Pavel,

Quote:instead of changing Core code

I did not change anything in the Core, just the main.cpp and the *.upp (removed the res).

Quote:So my proposal is re-checking everything (MingGW, resource executables versions, platform libs, U++ version, etc)

Here I feel a little overcharged. If it runs at other machines, one can easy guess that. Maybe the MS-Platform-SDK is an issue again.

On the other hand: the samples with the CtrlCore are all running fluently, while its true they also depend of the correct installation, since they are just wrapping.

Maybe in the CtrlCore anything is fixed I do not have at the Win32 sample.

Now it runs anyway, so I will rather go ahead with my projects. Thanks a lot for your effort!

have a nice day
Martin

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Subject: Re: C:\upp\mingw\bin\windres.exe
Posted by <u>bytefield</u> on Mon, 15 Sep 2008 08:34:28 GMT

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Mindtraveller, i believe you miss the point. There is no modifications to Upp libs in Martin code... just in his WINAPI code. Some days ago I've also tried to compile the Win32 sample(from templates) which come with TheIde and the compilation was ok, but no window was showed. I will try to see if there are some problems with mingw libs and then come here and post investigation results.

L.E: seems I've replied in the same time with Martin...
Sorry for duplication of words...

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Subject: Re: C:\upp\mingw\bin\windres.exe
Posted by <u>bytefield</u> on Mon, 15 Sep 2008 09:06:56 GMT

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There is a problem with code generated by TheIde for Win32 template... I've tried other examples of WINAPI code and all works with mingw or msc.

Subject: Re: C:\upp\mingw\bin\windres.exe
Posted by Mindtraveller on Mon, 15 Sep 2008 10:42:20 GMT
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Sorry guys - I really missed the point. My english is far from perfect and sometimes it plays bad joke with me.
My apologies to Martin for misunderstanding the real problem.
Moreover if this problem is not unique but a common one - it is U++ problem of course.

Subject: Re: no need to
Posted by amando1957 on Tue, 16 Sep 2008 10:47:30 GMT
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Hi Pavel,

Thats OK. I am sure you have done your best to find a solution. All together we'll make it to come across by ease!

thanks to all
Martin