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Subject: Looking for someone to convert a ulimate++ project to Microsoft Visual C++ project

Posted by [uplanet](#) on Sun, 16 Nov 2008 20:36:13 GMT

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Hi,

I am looking for someone to convert a ulimate++ project to Microsoft Visual C++ project. I am new to this forum, so am not sure if this is right place to ask this question. Can someone provide an estimate on what it would take if I provide more information about the project.

John

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Subject: Re: Looking for someone to convert a ulimate++ project to Microsoft Visual C++ project

Posted by [mr\\_ped](#) on Mon, 17 Nov 2008 09:36:33 GMT

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What do you mean exactly? The U++ can be compiled by MS C compiler, so if you set up the build process correctly, you can compile the very same source under MSVC too (except you lose the easy way of working with packages and BLITZ build mode).

If you want to remove U++ libs code completely, you should probably tell at first what the U++ projects already does use from U++, so what should be replaced by different API or lib.

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Subject: Re: Looking for someone to convert a ulimate++ project to Microsoft Visual C++ project

Posted by [cbpporter](#) on Mon, 17 Nov 2008 09:49:18 GMT

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Also, if some element of U++ in whole bothers you, you can also strip out the unwanted stuff, compile the rest under visual studio and make sure that new code uses other lib, and old code is only present so you don't have to rewrite a possibly large section of you code.

As for an estimate of how long it would take, it depends on the size of your code and the parts of U++ you are using. If you use GUI, I think it will be faster to scratch all GUI code, forget about porting it and rewrite. If you don't use GUI, you'll probably have it a lot easier and you can port everything one method/class at a time. For this approach I would recommend sticking with TheIDE until you have removed all U++ references, and then continue with VS.

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Subject: Re: Looking for someone to convert a ulimate++ project to Microsoft Visual C++ project

Posted by [uplanet](#) on Sun, 23 Nov 2008 20:07:01 GMT

Thank you for the reply.

Can you lay out the process of compiling the U++ code in MS Visual C++ as managed code? Step 1: I start a new project in VC++ 2005/8, what should be step 2, 3 etc. I have the U++ code, and need to know how to handle U++ libraries use in the GUI? Should I just rewrite it, or there is a way to write them as subprojects include them in the new project? Can you please advise? Which is the most efficient way to accomplish it?

thanks for your help and time.

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Subject: Re: Looking for someone to convert a ulimate++ project to Microsoft Visual C++ project

Posted by [mirek](#) on Sun, 23 Nov 2008 20:24:11 GMT

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uplanet wrote on Sun, 23 November 2008 15:07Thank you for the reply.

Can you lay out the process of compiling the U++ code in MS Visual C++ as managed code? Step 1: I start a new project in VC++ 2005/8, what should be step 2, 3 etc. I have the U++ code, and need to know how to handle U++ libraries use in the GUI? Should I just rewrite it, or there is a way to write them as subprojects include them in the new project? Can you please advise? Which is the most efficient way to accomplish it?

thanks for your help and time.

Search the forum, there were people compiling U++ in Visual Studio. We have even done some improvements to package structure to make the goal simpler.

Mirek

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Subject: Re: Looking for someone to convert a ulimate++ project to Microsoft Visual C++ project

Posted by [uplanet](#) on Sun, 23 Nov 2008 20:34:17 GMT

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Thanks for the reply.

I have tried searching the forums without much luck. If you send me a link that will help me compile and debug the ultimate C++ code project in a Visual Studio project, that would be very helpful. May be I am not searchign the right way.

thanks again for your time.

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Subject: Re: Looking for someone to convert a ulimate++ project to Microsoft Visual C++ project

Posted by [mr\\_ped](#) on Mon, 24 Nov 2008 08:17:25 GMT

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I'm not completely familiar with managed code concepts, but AFAIK the U++ can't be compiled as managed, it's pure C++.

So you are not looking for somebody to convert into MSVC++, but into managed code. And that's more tricky.

I think you will have to decide, which parts of project must be managed, then define some meeting point (API), where it will call the unmanaged C++. I'm not sure how that calls are done, see probably MSDN and managed vs unmanaged, there should be some information about it.

And then there's the question: why managed?

Are you sure you need to port that U++ project, don't you want something else, like ability to call it from managed C# application/etc..? I mean, can you share the goals behind the "port this" decision? Maybe it will make more clear, what you really want/need.

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