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Subject: VC2010

Posted by [unodgs](#) on Tue, 02 Feb 2010 08:56:31 GMT

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If anyone is using VC2010 and have problems with compiling core lib please change this line in Core.h:

```
#ifndef STLPORT
inline UPP::int64 abs(UPP::int64 x)      { return x < 0 ? -x : x; }
#endif
```

to

```
#if !defined STLPORT && !defined _INC_STDLIB
inline UPP::int64 abs(UPP::int64 x)      { return x < 0 ? -x : x; }
#endif
```

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Subject: Re: VC2010

Posted by [unodgs](#) on Tue, 02 Feb 2010 09:59:10 GMT

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also one more patch is needed for sockets:

In socket.h there was:

```
#if defined(PLATFORM_WIN32)
static int  GetErrorCode()          { return WSAGetLastError(); }
#define SOCKERR(x) COMBINE(WSA, x)
```

and most likely should be:

```
#if defined(PLATFORM_WIN32)
static int  GetErrorCode()          { return WSAGetLastError(); }
#if(_WIN32_WINNT >= 0x0601)
#define SOCKERR(x) WSA##x
#else
#define SOCKERR(x) COMBINE(WSA, x)
#endif
```

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Subject: Re: VC2010

Posted by [koldo](#) on Tue, 02 Feb 2010 15:11:14 GMT

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Hello Unodgs

Thank you for the patches.

A question: In your experience it is worthwhile to use VC2010 now ?

If yes, is it easy to setup U++ ?

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Subject: Re: VC2010

Posted by [unodgs](#) on Tue, 02 Feb 2010 16:26:52 GMT

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koldo wrote on Tue, 02 February 2010 10:11Hello Unodgs

Thank you for the patches.

A question: In your experience it is worthwhile to use VC2010 now ?

If yes, is it easy to setup U++ ?

It is as easy to setup as any other msc complier. However upp's msc builder needs to be updated a bit as new linker doesn't support all old commands.

I've just been interested in new VS rather than VC but with new compiler you can try some of new C++0x features

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Subject: Re: VC2010

Posted by [koldo](#) on Tue, 02 Feb 2010 16:53:54 GMT

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unodgs wrote on Tue, 02 February 2010 17:26koldo wrote on Tue, 02 February 2010 10:11Hello Unodgs

Thank you for the patches.

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I've just been interested in new VS rather than VC but with new compiler you can try some of new C++0x features

Thank you!

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