Subject: VC10 not recognized in autosetup
Posted by bonami on Fri, 08 Oct 2010 06:56:22 GMT

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Visual Studio 2010 (only C++ installed) installed.
1.no directories recognized in auto-setup when first installing U++ 2754.
2.VC10 part has no "browse" buttons.

I entered "c:\Program Files\Microsoft SDKs\Windows\v7.0A\" and "d:\Program Files\Microsoft Visual Studio 10.0\VC\" in the two boxes and the result is similar to the settings worked for me before as shown in   http://www.ultimatepp.org/forum/index.php?t=msg&goto=152 02&&srch=visual#msg_15202

Subject: Re: VC10 not recognized in autosetup
Posted by koldo on Fri, 08 Oct 2010 07:15:59 GMT

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Hello Bonami

Quote:2.VC10 part has no "browse" buttons.
What do you mean?. Include screenshots.

Subject: Re: VC10 not recognized in autosetup
Posted by bonami on Fri, 08 Oct 2010 07:33:40 GMT

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File Attachments
1) autosetup.PNG, downloaded 413 times

Ultimate++ methods auto-setup

Visual C++

■ Create Visual C++ 10.0 build method   MSC10

■ Create VC++ 10.0 x64 build method   MSC10x64

Visual C++ 10.0 directory

Win32 SDK for Visual C++ 10.0 directory

NO BROWSE BUTTONS

■ Create Visual C++ 9.0 build method   MSC9

■ Create VC++ 9.0 x64 build method   MSC9x64

Visual C++ 9.0 directory

Win32 SDK for Visual C++ 9.0 directory

■ Create Visual C++ 8.0 build method

■ Create VC++ 8.0 x64 build method

Visual C++ 8.0 directory

Win32 SDK for Visual C++ 8.0 directory

■ Create Visual C++ 7.1 build method

Visual C++ 7.1 directory

Win32 SDK for Visual C++ 7.1 dire

MinGW

■ Create MinGW build method   MINGW

MinGW compiler system directory

SDL directory

MySql directory

OK

Subject: Re: VC10 not recognized in autosetup
Posted by koldo on Fri, 08 Oct 2010 10:25:35 GMT
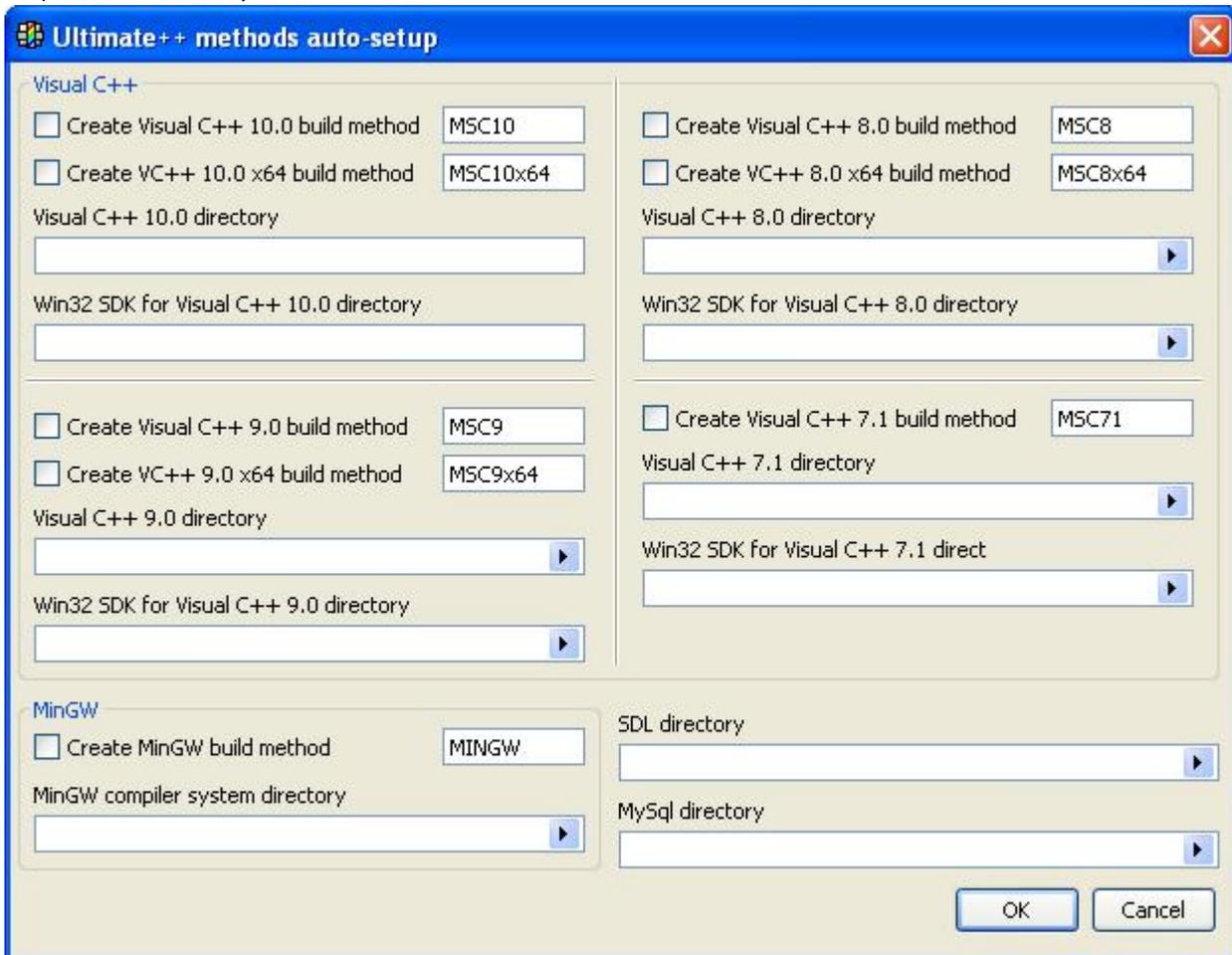View Forum Message <> Reply to Message

Hello Bonami

In my case I use VS2010 and it works well.

This is the screen from an XP SP3, TheIDE compiled with VS2010.

File Attachments

Subject: Re: VC10 not recognized in autosetup
Posted by andrei_natanael on Fri, 08 Oct 2010 20:32:10 GMT
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For browse buttons to appear the following lines have to be added in ide/AutoSetup.cpp @ 145
DirSel(dlg.visualcpp10, bd.Add());
DirSel(dlg.sdk10, bd.Add());
Detection code for VS2010 seems correct but i don't have VS2010 installed to test that.

Andrei

Subject: Re: VC10 not recognized in autosetup
Posted by bonami on Sat, 09 Oct 2010 01:17:39 GMT

andrei,
  maybe i can trace this. how to?

Subject: Re: VC10 not recognized in autosetup
Posted by andrei_natanael on Sat, 09 Oct 2010 08:53:03 GMT

Hello Bonami,

I've installed VSEE2010 and hopefully fixed autosetup. I've committed a patch and the result should be visible in next ide release, tomorrow. If you can't wait until then you may build it from svn.

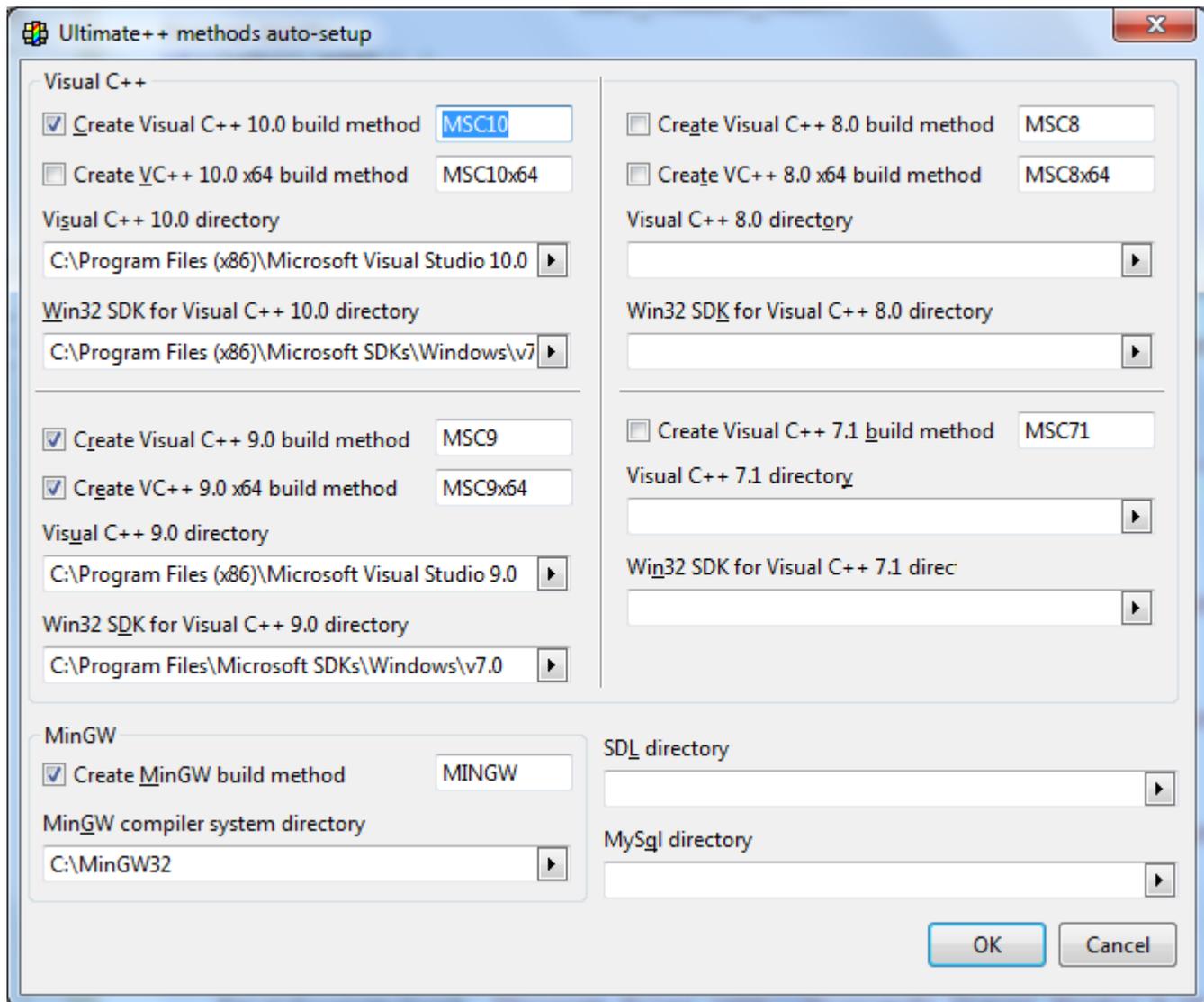I've also committed a fix for TDM-MINGW auto-setup.

Andrei

Subject: Re: VC10 not recognized in autosetup
Posted by andrei_natanael on Sat, 09 Oct 2010 08:56:04 GMT

File Attachments
1) autosetup.png, downloaded 725 times

Ultimate++ methods auto-setup

Visual C++

☑ Create Visual C++ 10.0 build method `MSC10`

☐ Create VC++ 10.0 x64 build method `MSC10x64`

Visual C++ 10.0 directory

`C:\Program Files (x86)\Microsoft Visual Studio 10.0` ▶

Win32 SDK for Visual C++ 10.0 directory

`C:\Program Files (x86)\Microsoft SDKs\Windows\v7` ▶

☑ Create Visual C++ 9.0 build method `MSC9`

☑ Create VC++ 9.0 x64 build method `MSC9x64`

Visual C++ 9.0 directory

`C:\Program Files (x86)\Microsoft Visual Studio 9.0` ▶

Win32 SDK for Visual C++ 9.0 directory

`C:\Program Files\Microsoft SDKs\Windows\v7.0` ▶

☐ Create Visual C++ 8.0 build method `MSC8`

☐ Create VC++ 8.0 x64 build method `MSC8x64`

Visual C++ 8.0 directory

` ` ▶

Win32 SDK for Visual C++ 8.0 directory

` ` ▶

☐ Create Visual C++ 7.1 build method `MSC71`

Visual C++ 7.1 directory

` ` ▶

Win32 SDK for Visual C++ 7.1 direc

` ` ▶

MinGW

☑ Create MinGW build method `MINGW`

MinGW compiler system directory

`C:\MinGW32` ▶

SDL directory

` ` ▶

MySql directory

` ` ▶

[OK] [Cancel]

Subject: Re: VC10 not recognized in autosetup
Posted by tojocky on Sat, 09 Oct 2010 09:25:08 GMT
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In this case, why not to create a ArrayCtrl and put all MSC in the table? It saves the form space and clarify the auto-setup algorithm.

andrei_natanael wrote on Sat, 09 October 2010 11:56

Subject: Re: VC10 not recognized in autosetup
Posted by andrei_natanael on Sat, 09 Oct 2010 11:58:39 GMT
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tojocky wrote on Sat, 09 October 2010 12:25In this case, why not to create a ArrayCtrl and put all MSC in the table? It saves the form space and clarify the auto-setup algorithm.

Hello Ion,

In my opinion auto-setup as it is should be removed, there should be an option in "Build methods" dialog which should create a build method for every compiler found, nothing more.

Andrei