
Subject: Problem on building HelloWorld
Posted by [mountain](#) on Wed, 19 Apr 2006 04:13:40 GMT
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Dear all,

After I installed the latest version and compile the example of HelloWorld, the following problem occurred. Does anyone know what is happening? Thanks a lot!

```
----- CtrlLib ( GUI MSC8 DEBUG DEBUG_FULL BLITZ WIN32 MSC ) ( 1 / 9 )
BLITZ: LabelBase.cpp Button.cpp Switch.cpp EditField.cpp Text.cpp LineEdit.cpp DocEdit.cpp
ScrollBar.cpp Head
erCtrl.cpp ArrayCtrl.cpp DropList.cpp DropPusher.cpp DropChoice.cpp Static.cpp Splitter.cpp
SliderCtrl.cp
p ColumnList.cpp Progress.cpp AKeys.cpp RichTextView.cpp RichClip.cpp Prompt.cpp Help.cpp
Bar.cpp MenuBar
.cpp ToolBar.cpp ToolTip.cpp StatusBar.cpp TabCtrl.cpp TreeCtrl.cpp DlgColor.cpp
ColorPopup.cpp ColorPush
er.cpp FileList.cpp FileSel.cpp Windows.cpp Win32.cpp CtrlUtil.cpp Update.cpp LNGCtrl.cpp
$blitz.cpp
C:\upp\uppsrc\Core/Core.h(225) : fatal error C1083: Cannot open include file: 'windef.h': No such
file or dir
actory
CtrlLib.icpp
C:\upp\uppsrc\Core/Core.h(225) : fatal error C1083: Cannot open include file: 'windef.h': No such
file or dir
actory
1 file(s) compiled in (0:00.69) 691 msec/file
```

There were errors. (0:01.59)

Subject: Re: Problem on building HelloWorld
Posted by [fudadmin](#) on Wed, 19 Apr 2006 04:47:09 GMT
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What dirs have you got in Setup->Automatic Setup? and which compiler are you using?
Edit: MSC8? check dir for it.

Subject: Re: Problem on building HelloWorld
Posted by [fudadmin](#) on Wed, 19 Apr 2006 04:50:48 GMT
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Or try MSC71 if you got.

Subject: Re: Problem on building HelloWorld
Posted by [mountain](#) on Wed, 19 Apr 2006 18:33:22 GMT
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Thanks. After changing the compiler to MingGW, it is working now.
My conclusion is that the latest version is not working for Visual Studio 8 (the Express Version).

Subject: Re: Problem on building HelloWorld
Posted by [mirek](#) on Wed, 19 Apr 2006 18:59:24 GMT
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mountain wrote on Wed, 19 April 2006 14:33Thanks. After changing the compiler to MingGW, it is working now.
My conclusion is that the latest version is not working for Visual Studio 8 (the Express Version).

Have you SDK installed? MSC 8 Express does not contain SDK, you have to install it separately...

Mirek

Subject: Re: Problem on building HelloWorld
Posted by [mountain](#) on Thu, 20 Apr 2006 17:52:03 GMT
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luzr wrote on Wed, 19 April 2006 19:59mountain wrote on Wed, 19 April 2006 14:33Thanks. After changing the compiler to MingGW, it is working now.
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Have you SDK installed? MSC 8 Express does not contain SDK, you have to install it separately...

Mirek

Yes, SDK is installed with VC++ Express, which is working fine. But it does not work with UPP for some reason.

Mountain

Subject: Re: Problem on building HelloWorld
Posted by [fudadmin](#) on Thu, 20 Apr 2006 18:10:58 GMT

mountain wrote on Thu, 20 April 2006 18:52luzr wrote on Wed, 19 April 2006 19:59mountain wrote on Wed, 19 April 2006 14:33Thanks. After changing the compiler to MingGW, it is working now.

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Have you SDK installed? MSC 8 Express does not contain SDK, you have to install it separately...

Mirek

Yes, SDK is installed with VC++ Express, which is working fine. But it does not work with UPP for some reason.

Mountain

I would check directories and environment variables. Also, it could be a problem with the IDE setup. Strangely enough, after my IDE was constantly losing MingW dirs, I switched to MSC.

Subject: Re: Problem on building HelloWorld

Posted by [mentaltruckdriver](#) on Mon, 01 May 2006 23:46:34 GMT

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mountain wrote on Wed, 19 April 2006 14:33Thanks. After changing the compiler to MingGW, it is working now.

My conclusion is that the latest version is not working for Visual Studio 8 (the Express Version).

Have you SDK installed? MSC 8 Express does not contain SDK, you have to install it separately...

Mirek[/quote]

Yes, SDK is installed with VC++ Express, which is working fine. But it does not work with UPP for some reason.

Mountain[/quote]

Just a note: The SDK is NOT installed with VC++ Express, I have a copy of 2005 and I had to download the Windows Server SDK before anything would compile.
