Subject: Problem with includes in Socket.cpp and Web.h
Posted by koldo on Sun, 08 Apr 2012 14:36:47 GMT

Hello all

There are some problems when compiling U++ in Windows.

Socket.cpp includes #include <Ws2ipdef.h> and #include <Ws2tcpip.h> that apparently are not in MinGW.

Web.h in class IpAddrInfo declaration includes addrinfo that apparently is not included before.

Subject: Re: Problem with includes in Socket.cpp and Web.h
Posted by mirek on Sun, 08 Apr 2012 14:42:15 GMT

koldo wrote on Sun, 08 April 2012 10:36Hello all

There are some problems when compiling U++ in Windows.

Socket.cpp includes #include <Ws2ipdef.h> and #include <Ws2tcpip.h> that apparently are not in MinGW.

Could not we just say that mingw is not supported anymore?

Alternatively, please propose a patch.

Mirek

Subject: Re: Problem with includes in Socket.cpp and Web.h
Posted by koldo on Sun, 08 Apr 2012 14:52:06 GMT

Hello Mirek

You know that in a next future it could happen in Windows the same that happened with PocketPC few years ago... Microsoft just decided that MSC compiler was not going to be free ("gratis").

So to support MinGW is not an effort but and advantage. And it has been very little effort.

Anyway we will propose a solution very soon .

Subject: Re: Problem with includes in Socket.cpp and Web.h
Posted by koldo on Sun, 08 Apr 2012 14:57:53 GMT
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Anyway the problem in Web.h remains: it happens using MSC too.

Subject: Re: Problem with includes in Socket.cpp and Web.h
Posted by mirek on Sun, 08 Apr 2012 15:00:17 GMT
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koldo wrote on Sun, 08 April 2012 10:57Anyway the problem in Web.h remains: it happens using MSC too.

I am now commiting changes to Core like 5 times a day. Last one was 20 minutes ago, at that time MSC compiled. Do you have the latest?

Mirek

Subject: Re: Problem with includes in Socket.cpp and Web.h
Posted by koldo on Sun, 08 Apr 2012 17:17:13 GMT
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Hello Mirek

I have deleted uppsrc folder and downloaded it again now but I get compiling errors in Web.h.

core\Web.h(19) : error C2143: syntax error : missing ';' before '*'
because the compiler do not have "addrinfo" declared.

Subject: Re: Problem with includes in Socket.cpp and Web.h
Posted by kohait00 on Mon, 09 Apr 2012 20:41:38 GMT
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hi there..

i have the same problem, using MSC9 and TDM GCC 4.51..

what is, btw. considered supported and what unsupported?
maybe we should maintain a list of supported/unsupported dependencies..

any idea where to get the dependencies resolved?

Subject: Re: Problem with includes in Socket.cpp and Web.h
Posted by mirek on Tue, 10 Apr 2012 06:13:43 GMT

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kohait00 wrote on Mon, 09 April 2012 16:41hi there..

i have the same problem, using MSC9 and TDM GCC 4.51..

what is, btw. considered supported and what unsupported?
maybe we should maintain a list of supported/unsupported dependencies..

any idea where to get the dependencies resolved?

That is weird, addrinfo should be in the same header as sockets...

In any case, we cannot have ipv6 support without addrinfo.

Mirek

Subject: Re: Problem with includes in Socket.cpp and Web.h
Posted by koldo on Tue, 10 Apr 2012 06:47:23 GMT

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Hello Mirek and Kohait

In my PC it works now. The changes included for sure are not perfect but they serve:

In Socket.cpp, for MinGW
#ifdef PLATFORM_WIN32
#include <winsock2.h>
#ifdef COMPILER_MSC
 #include <Ws2ipdef.h>
#endif
#include <Ws2tcpip.h>
#endif

In Core.h
- Include this before windows.h, for MinGW
#ifdef COMPILER_MINGW
 #define WINVER 0xFFFF
#endif

- To add:
#ifdef PLATFORM_WIN32
 #include <ws2tcpip.h>

Subject: Re: Problem with includes in Socket.cpp and Web.h
Posted by mirek on Tue, 10 Apr 2012 07:18:48 GMT

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koldo wrote on Tue, 10 April 2012 02:47Hello Mirek and Kohait

In my PC it works now. The changes included for sure are not perfect but they serve:

In Socket.cpp, for MinGW
#ifdef PLATFORM_WIN32
#include <winsock2.h>
#ifdef COMPILER_MSC
 #include <Ws2ipdef.h>
#endif
#include <Ws2tcpip.h>
#endif

In Core.h
- Include this before windows.h, for MinGW
#ifdef COMPILER_MINGW
 #define WINVER 0xFFFF
#endif

- To add:
#ifdef PLATFORM_WIN32
 #include <ws2tcpip.h>

Not quite sure about "To add".

Could you attach both files to be sure?

Mirek

Subject: Re: Problem with includes in Socket.cpp and Web.h
Posted by koldo on Tue, 10 Apr 2012 08:04:31 GMT

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Hello Mirek

Here are the files. Changes are very easy.

- Ws2ipdef.h is not in MinGW and it is not necessary
- Some files require ws2tcpip.h. It can be included in Core.h or in other file
- For some reason MinGW requires a high WINVER to consider addrinfo infrastructure

File Attachments

1) `Files.7z`, downloaded 387 times

Subject: Re: Problem with includes in Socket.cpp and Web.h
Posted by mirek on Tue, 10 Apr 2012 09:52:09 GMT
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Hopefully applied, please check.

Subject: Re: Problem with includes in Socket.cpp and Web.h
Posted by kohait00 on Tue, 10 Apr 2012 17:03:25 GMT
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MSC9 compiles again...

TDMGCC 451 doesn't link..

D:/uppsvn/out/dfm-git-cl_svn/Core/TDM451.Debug.Debug_Full.Gui.Mt.Shared.So\Socket.o: In
function `ZNK3Upp15SocketWaitEvent3GetEi':
D:/uppsvn/uppsrc/Core/Socket.cpp:766: undefined reference to `__WSAFDIsSet@8'
D:/uppsvn/uppsrc/Core/Socket.cpp:768: undefined reference to `__WSAFDIsSet@8'
D:/uppsvn/uppsrc/Core/Socket.cpp:770: undefined reference to `__WSAFDIsSet@8'

cheers

Subject: Re: Problem with includes in Socket.cpp and Web.h
Posted by koldo on Tue, 10 Apr 2012 21:16:04 GMT
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Hello Mirek and Kohait

In my case MSC9, MSC10 and MinGW TDM 461 compile and link well.

Subject: Re: Problem with includes in Socket.cpp and Web.h
Posted by koldo on Sun, 06 May 2012 21:54:18 GMT
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Hello Mirek

Please include ws2_32 in Core Package Organizer when WIN32 GCC.

This way Core.upp would include:

library(WIN32 GCC) "ole32 oleaut32 uuid ws2_32";