Subject: Nonsense code in compiling output messages
Posted by peterwelm on Mon, 12 Nov 2012 08:29:20 GMT
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I'm newbie to U++, I met the following messages after I compiling an example project in U++:

----- Core (GUI MT SSE2 GCC DEBUG SO SHARED DEBUG_FULL BLITZ WIN32) (1 / 9)
BLITZ: Cpu.cpp Mt.cpp sheap.cpp String.cpp WString.cpp StrUtil.cpp Bom.cpp Path.cpp NetNode.cpp App.cpp Stream.cpp BlockStream.cpp Log.cpp
Debug.cpp Ini.cpp Util.cpp mathutil.cpp Random.cpp LocalProcess.cpp Vcont.cpp Hash.cpp Callback.cpp TimeDate.cpp Value.cpp ValueUtil.
cpp Format.cpp Convert.cpp Color.cpp Gtypes.cpp t.cpp Lang.cpp LangInfo.cpp parser.cpp XML.cpp Xmlize.cpp JSON.cpp Uuid.cpp Ptr.cpp z.
cpp Topic.cpp CoWork.cpp MD5.cpp SHA1.cpp InetUtil.cpp Http.cpp Dli.cpp Win32Util.cpp OL_Set.cpp
heaputil.cpp
c:/upp/out/MyApps/Core/MINGW.Debug.Debug_Full.Gui.Mt.Shared. So.Sse2\$blitz.cpp:1:0:

lheap.cpp
heap.cpp
heapdbg.cpp
CharSet.cpp
Socket.cpp
----- Draw (GUI MT SSE2 GCC DEBUG SO SHARED DEBUG_FULL BLITZ WIN32) (2 / 9)
BLITZ: DrawLock.cpp Font.cpp FontCR.cpp FontWin32.cpp FontFc.cpp Draw.cpp DrawText.cpp DrawData.cpp Drawing.cpp ImageAnyDraw.cpp DrawUtil.
cpp DrawTextUtil.cpp Display.cpp Image.cpp ImageBlit.cpp RasterFormat.cpp RasterWrite.cpp Palette.cpp Raster.cpp RasterEncoder.cpp Ima
geOp.cpp ImageChOp.cpp ImageScale.cpp MakeCache.cpp DrawRasterData.cpp Cham.cpp SSettings.cpp
----- plugin/bmp (GUI MT SSE2 GCC DEBUG SO SHARED DEBUG_FULL BLITZ WIN32) (3 / 9)
BLITZ: Bmp.cpp BmpWrite.cpp Icon.cpp

Core: 54 file(s) built in (1:03.24), 1171 msecs / file, duration = 74662 msecs, parallelization 100%
BmpReg.icpp
  c:/upp/out/MyApps/plugin/bmp/MINGW.Debug.Debug_Full.Gui.Mt.S

is it a character code setting error ? how can I correct it?
thanks in advance.

-Peterwelm
