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Subject: Can't build a basic Skylark app! Help!  
Posted by [lectus](#) on Tue, 13 Nov 2012 00:52:54 GMT  
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Hi! I create new package, with Skylark template, no database.

I didn't change anything in the code. I got this error:

```
----- Skylark ( MT SSE2 GCC DEBUG DEBUG_FULL BLITZ WIN32 ) ( 1 / 5 )
BLITZ: App.cpp Preprocess.cpp Compile.cpp Optimize.cpp Exe.cpp Renderer.cpp Sql.cpp
Http.cpp Session.cpp Dispatch.cpp
StdLib.icpp
Static.icpp
In file included from C:\upp\uppsrc\Skylark\App.cpp:1:0,
      from C:/upp/out/MyApps/Skylark/MINGW.Debug.Debug_Full.Mt.Sse2\blitz.cpp:3:
C:\upp\uppsrc\Skylark\Skylark.h:68:41: error: '__in' has not been declared
C:\upp\uppsrc\Skylark\Skylark.h:68:53: error: expected ',' or '...' before 'dwCtrlType'
In file included from
C:/upp/out/MyApps/Skylark/MINGW.Debug.Debug_Full.Mt.Sse2\blitz.cpp:3:0:
C:\upp\uppsrc\Skylark\App.cpp:23:45: warning: '__stdcall__' attribute only applies to function
types [-Wattributes]
C:\upp\uppsrc\Skylark\App.cpp:23:45: error: 'BOOL Upp::SkylarkApp::CtrlCHandlerRoutine' is not
a static member of 'class Upp::SkylarkApp'
C:\upp\uppsrc\Skylark\App.cpp:23:45: error: '__in' was not declared in this scope
C:\upp\uppsrc\Skylark\App.cpp:24:1: error: expected ',' or ';' before '{' token
C:\upp\uppsrc\Skylark\App.cpp: In member function 'void Upp::SkylarkApp::Run()':
C:\upp\uppsrc\Skylark\App.cpp:171:49: error: invalid conversion from 'BOOL (*)(int) {aka int
(*) (int)}' to 'PHANDLER_ROUTINE {aka int (*) (long unsigned int)}' [-fpermissive]
c:\mingw\bin\..\lib\gcc\mingw32\4.6.1\..\..\include\wincon.h:176:13: error: initializing argument
1 of 'BOOL SetConsoleCtrlHandler(PHANDLER_ROUTINE, BOOL)' [-fpermissi
ve]
In file included from C:\upp\uppsrc\Skylark\StdLib.icpp:1:0:
C:\upp\uppsrc\Skylark\Skylark.h:68:41: error: '__in' has not been declared
C:\upp\uppsrc\Skylark\Skylark.h:68:53: error: expected ',' or '...' before 'dwCtrlType'
In file included from C:\upp\uppsrc\Skylark\Static.icpp:1:0:
C:\upp\uppsrc\Skylark\Skylark.h:68:41: error: '__in' has not been declared
C:\upp\uppsrc\Skylark\Skylark.h:68:53: error: expected ',' or '...' before 'dwCtrlType'
Skylark: 12 file(s) built in (0:03.96), 330 msec / file, duration = 4118 msec, parallelization 80%
```

There were errors. (0:04.13)

Any idea what's happening?

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Subject: Re: Can't build a basic Skylark app! Help!  
Posted by [mirek](#) on Wed, 14 Nov 2012 06:54:02 GMT  
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From the first glance, you are using mingw. Use VC++...

(I might to try to fix the code for mingw, but to tell the truth it is frustrating to do this fight when there is free downloadable SDK from M\$ which is clearly superior for Win32 development).

Mirek

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Subject: Re: Can't build a basic Skylark app! Help!  
Posted by [lectus](#) on Wed, 14 Nov 2012 19:00:15 GMT  
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Thanks for the reply!

I got it to work with VC++ 2012 Express.

BTW... VC++ 2012 Express works with U++ already. I used the automatic setup for VC++ 2010, but used 2012 paths:

C:\Program Files\Microsoft Visual Studio 11.0  
C:\Program Files\Microsoft SDKs\Windows\v7.1

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Subject: Re: Can't build a basic Skylark app! Help!  
Posted by [omari](#) on Wed, 02 Mar 2016 17:57:56 GMT  
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Hello,

I think this shall be fixed now, as U++ is shipped with mingw.

this error is caused by the "\_\_in" in the function :

```
static BOOL WINAPI CtrlHandlerRoutine(__in DWORD dwCtrlType);  
(Skylark.h, line 77, and Apps.cpp line 23)
```

it can be fixed, either by removing "\_\_in" from header and source files,

or by defining it if needed:

```
#ifndef __in  
#define __in  
#endif
```