Subject: compiling issue at Win 7
Posted by amando1957 on Sun, 24 Mar 2013 20:14:56 GMT

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Hi together

I have got upp-win32-5485 and MinGW at Win 7 (32 bit) installed new.
Now I am always getting something like this, be it a sample or one of my own projects:

----- Core (GCC DEBUG DEBUG_FULL BLITZ WIN32) (1 / 3)
BLITZ: Cpu.cpp Mt.cpp sheap.cpp String.cpp WString.cpp StrUtil.cpp Bom.cpp Path.cpp
NetNode.cpp App.c
 pp Stream.cpp BlockStream.cpp Log.cpp Debug.cpp Ini.cpp Util.cpp mathutil.cpp Random.cpp
LocalPro
 cess.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 Socket.cpp Http.cpp
Dli.cpp
 Win32Util.cpp
OL_Set.cpp
heaputil.cpp
lheap.cpp
heap.cpp
heapdbg.cpp
CharSet.cpp

There were errors. (0:00.15)

At "setup / auto setup" I have checked the MinGW/bin.
I have tryed the "be verbose" but didnt result in enlightenment.
What can I do please?

Martin

Subject: Re: compiling issue at Win 7
Posted by amando1957 on Sun, 24 Mar 2013 20:21:49 GMT

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sorry folks for posting it twice.
did not find a delete-button.

Subject: Re: compiling issue at Win 7
Posted by nlneilson on Mon, 25 Mar 2013 00:23:04 GMT
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If you are on Win7 you should try the M$ compiler.

When you install Upp the links are given to download and install.
It's free and works better on Win than MinGW.

I have a dual boot and a Virtual Machine for Ubuntu and the MinGW works fine there. The
compiled apps usually works OK on Win or Linux but it is best to compile on the OS the apps will
be run on.

Compiling on Win with MinGW is not a high priority nor should it be.

Subject: Re: compiling issue at Win 7
Posted by deep on Mon, 25 Mar 2013 11:40:12 GMT
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Hi

Quote:At "setup / auto setup" I have checked the MinGW/bin.

Instead of MinGW/bin

Select MinGW and see if it works.

I use MinGW for my progs. I use M$ compiler when application depends on externals which has
dependency on M$.

Subject: Re: compiling issue at Win 7
Posted by amando1957 on Tue, 26 Mar 2013 09:08:33 GMT
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@Deepak: TheIDE has changed my pathes at "setup/build methods" to "bin/include" or "bin/bin"
and this cannot work of course.
I have tried all versions of pathes now.
Now it is doing more, but I get "error invoking gdb!".
The MinGW-path at "auto setup" is always being removed by TheIDE.

@neil: I prefer the MinGW as it is free software. But I can believe it is all more simple with the
MSC, the debugger of MSC is much better at least. In case I cannot fix this, I will take the MSC
anyway.

Maybe the MinGW64 bit is the reason, as I have Win 7 32 bit.

Thanks you two
kind greets
Martin
PS: the computer is quite new, and I dont have internet yet to download the MSC. In the cafe I
only got the SW for online installation I can use as soon I am online only.

Subject: Re: compiling issue at Win 7
Posted by deep on Tue, 26 Mar 2013 10:30:24 GMT
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Hi,

My MinGW.bm file

```
BUILDER = "GCC";
COMPILER = "";
DEBUG_INFO = "2";
DEBUG_BLITZ = "1";
DEBUG_LINKMODE = "0";
DEBUG_OPTIONS = "-O0 -gstabs -Wall";
DEBUG_FLAGS = "";
DEBUG_LINK = "";
RELEASE_BLITZ = "1";
RELEASE_LINKMODE = "0";
RELEASE_OPTIONS = "-O3 -ffunction-sections";
RELEASE_SIZE_OPTIONS = "-Os -finline-limit=20 -ffunction-sections";
RELEASE_FLAGS = "";
RELEASE_LINK = "";
DEBUGGER = "gdb";
PATH = "C:\\DevTools\\MinGW32\\bin";
INCLUDE = "C:\\DevTools\\MinGW32\\include";
LIB = "C:\\DevTools\\MinGW32\\lib";
LINKMODE_LOCK = "0";
```

Check your MinGW.bm file PATH,INCLUDE,LIB to your installation paths.

In my case it is working well.

Once I tried with MinGW64 but it was not working. I reverted back to MinGW32. My system is
WIN 7 - 64 bit.

Will try again with MinGW64 some time in future.

Quote:Maybe the MinGW64 bit is the reason, as I have Win 7 32 bit.
Most likely this will be the reason. Check with MinGW32.

Subject: Re: compiling issue at Win 7
Posted by amando1957 on Wed, 27 Mar 2013 11:44:51 GMT

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Hi Deepak

Didnt find the MinGW.bm but copied yours for future use.

You were totally right: instead of Dev-C++ (MinGW 64) i have changed the pathes now to my Code::Blocks (has 32) and:
is running well , samples and also of my own.

Thanks a lot for your effort and happy coding...
martin