Subject: Compile U++
Posted by NilaT on Thu, 16 May 2013 13:43:40 GMT

View Forum Message <> Reply to Message

Hello,

I just had the idea of improving U++ a bit, for my needs.
Because U++ is open source, this shouldn't be a problem right?
But somehow it's not as easy as I thought.
In my opinion I need to open U++ and open the "TheIDE main package".
So far so good, when I press F7 to compile U++, it tells me:
Quote:BLITZ: Core.cpp Hdepend.cpp Package.cpp Workspace.cpp usc.cpp Host.cpp
----- ide/LayDes (GUI MSC10 DEBUG DEBUG_FULL BLITZ WIN32 MSC) (3 / 35)
BLITZ: sdiff.cpp laylib.cpp layusc.cpp property.cpp textprop.cpp fontprop.cpp propane.cpp
item.cpp layout.cpp visgen.cpp laydes.cpp layfile.cpp laywin.cpp
----- ide/IconDes (GUI MSC10 DEBUG DEBUG_FULL BLITZ WIN32 MSC) (4 / 35)
$blitz.cpp
c1xx : fatal error C1083: Datei (Quelle) kann nicht ge"ffnet werden: "C:/Program
Files/upp2/out/ide/Common/MSC10.Debug.Debug_Full.Gui\$blitz. cpp ": No such file or directory
ide/Common: 3 file(s) built in (0:00.16), 53 msecs / file, duration = 1435 msecs, parallelization
68%
$blitz.cpp
c1xx : fatal error C1083: Datei (Quelle) kann nicht ge"ffnet werden: "C:/Program
Files/upp2/out/ide/Core/MSC10.Debug.Debug_Full.Gui\$blitz.cp p ": No such file or directory
ide/Core: 6 file(s) built in (0:00.08), 13 msecs / file, duration = 266 msecs, parallelization 89%
$blitz.cpp
c1xx : fatal error C1083: Datei (Quelle) kann nicht ge"ffnet werden: "C:/Program
Files/upp2/out/ide/LayDes/MSC10.Debug.Debug_Full.Gui\$blitz. cpp ": No such file or directory
ide/LayDes: 13 file(s) built in (0:00.04), 3 msecs / file, duration = 359 msecs, parallelization 90%
IconDes.cpp
C:\Program Files\upp2\uppsrc\ide\IconDes\IconDes.cpp : fatal error C1033: Programmdatenbank
"c:\program files\upp2\out\ide\icondes\msc10.debug.debug_full.gui\iconde s-1.pdb " kann nicht
ge"ffnet werde
 n
IdeDes.icpp
C:\Program Files\upp2\uppsrc\ide\IconDes\IdeDes.icpp : fatal error C1033: Programmdatenbank
"c:\program files\upp2\out\ide\icondes\msc10.debug.debug_full.gui\iconde s-2.pdb " kann nicht
ge"ffnet werde
 n
ide/IconDes: 2 file(s) built in (0:00.36), 180 msecs / file, duration = 405 msecs, parallelization 73%

There were errors. (0:01.85)

I suggest I miss some compiler flags?
May you can help me out?
I also tried turning Blitz off in "Build Methods" and in the package organizer... With no success.

And after it compiles, do I just have to replace the U++ exe I'm running with my fresh compiled

one?
Or does it take more?

I also searched the site, but didn't found anything useful.
Thanks in advance
When my code is running, I'll share it with you.

Subject: Re: Compile U++
Posted by koldo on Thu, 16 May 2013 14:36:24 GMT
View Forum Message <> Reply to Message

Hello NilaT

Do you have this problem only when compiling TheIDE? Does it appear when compiling
command line or simple GUI examples in Reference or Examples?

Subject: Re: Compile U++
Posted by NilaT on Fri, 17 May 2013 06:19:15 GMT
View Forum Message <> Reply to Message

Good morning,

it happens on examples and reference too.
Same errors

Subject: Re: Compile U++
Posted by koldo on Fri, 17 May 2013 07:13:30 GMT
View Forum Message <> Reply to Message

Hello NilaT

Please include screenshots of:
- File/Set main package
Double click over "examples"

- Setup/Build methods/MSC10
Tabs PATH, INCLUDE and LIB.

I enclose you my screenshots:

File Attachments

Subject: Re: Compile U++
Posted by NilaT on Fri, 17 May 2013 07:28:23 GMT
View Forum Message <> Reply to Message

Well, basically my Assembly window looks the same.
My entrys are:
Package nests: "C:\Program Files\upp2\examples;C:\Program Files\upp2\uppsrc"
Output Directory: C:\Program Files\upp2\out

My build methods are a bit different.
In path, include and lib there are all the settings you have, but I include more things, needed by
other programs.
I can't post them, because they are firm intern, but I don't think they are needed to compile U++.
Nevertheless, they have nothing to do with blitz.cpp or any .pdbs

Subject: Re: Compile U++
Posted by nlneilson on Fri, 17 May 2013 14:16:43 GMT
View Forum Message <> Reply to Message

Compiling C:\upp\uppsrc\ide with MSC 10 or 12 in Optimal went OK.

Just rename the resulting ide.exe to theide.exe and replace that into \upp
Also try putting \upp directly under C:\ like C:\upp like the default for installing upp.
What is your purpose for 'C:\Program Files\upp2' ??

Change your build with what Koldo posted then post your results.
(without the (86) if you are 32 bit)

Subject: Re: Compile U++
Posted by NilaT on Sat, 18 May 2013 00:01:12 GMT
View Forum Message <> Reply to Message

Well, I don't know how or why, but I compiled the same Project at home and it went perfectly fine.
Seems something at work is messed up.
Thank you anyway!