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
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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?

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Subject: Re: Compile U++
Posted by NilaT on Fri, 17 May 2013 06:19:15 GMT
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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
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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

1) screen.jpg, downloaded 853 times

## Assembly setup

Package nests: `C:\upp\examples;C:\upp\uppsrc;C:\sandbox` ▶

Output directory: `C:\upp\out` ▶

Assembly name: `examples`

[ OK ] [ Cancel ]

## Build methods

| Method |
|--------|
| GCC4.7 |
| MINGW |
| MINGWx64 |
| **MSC10** |
| MSC10x64 |

Builder: `MSC10` ▼    Compiler name: [        ]    External debugger: [        ]

**Debug mode defaults**

Default debug info level: `Full` ▼

☑ Use BLITZ

◉ All static  ○ Shared libs  ○ All shared

Debug options: `-Od`

Debug fixed flags: [        ]

Debug link options: [        ]

**Release mode defaults**

☐ Use BLITZ

◉ All static  ○ Shared libs  ○ All shared

Optimize for speed: `-O2 -GS-`

Optimize for size: `-O1 -GS-`

Release fixed flags: [        ]

Release link options: [        ]

| PATH - executable directories | INCLUDE directories | LIB directories |
|---|---|---|

C:\Program Files (x86)\Microsoft Visual Studio 10.0\Common7\Ide
C:\Program Files (x86)\Microsoft Visual Studio 10.0\Vc\Bin
c:\Program Files (x86)\Microsoft SDKs\Windows\v7.0A\Bin

☐ Lock link mode

Script file:

[        ] ▶

☑ Store all target files in the same directory

[ Set as default ]

[ OK ]  [ Cancel ]

## Build methods

| Method |
|--------|
| GCC4.7 |
| MINGW |
| MINGWx64 |
| **MSC10** |
| MSC10x64 |

Builder: `MSC10` ▼    Compiler name: [        ]    External debugger: [        ]

**Debug mode defaults**

Default debug info level: `Full` ▼

☑ Use BLITZ

◉ All static  ○ Shared libs  ○ All shared

**Release mode defaults**

☐ Use BLITZ

◉ All static  ○ Shared libs  ○ All shared

Subject: Re: Compile U++
Posted by NilaT on Fri, 17 May 2013 07:28:23 GMT

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

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

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!