

---

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 msec / file, duration = 1435 msec, 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 msec / file, duration = 266 msec, 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 msec / file, duration = 359 msec, 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 msec / file, duration = 405 msec, 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 find 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/MSVC10  
Tabs PATH, INCLUDE and LIB.

I enclose you my screenshots:

---

File Attachments

---

1) [screen.jpg](#), downloaded 594 times

---

---

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 [nneilson](#) 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!

---