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Subject: Errors during compiling the examples  
Posted by [Yeti86](#) on Tue, 18 Feb 2014 15:25:10 GMT  
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Hello everybody,

I'm new to GUI programming and Ultimate++.

```
#include <CtrlLib/CtrlLib.h>
#define _WIN32_WINNT 0x501
```

```
using namespace std;
using namespace Upp;
```

```
GUI_APP_MAIN {

    PromptOK("Hello world");

}
```

I tried at first to compile the examples. Unfortunately I get errors in the example above:

D:\upp\uppsrc\Core\Socket.cpp: In function 'int Upp::sGetAddrInfo(const char\*, const char\*,  
addrinfo\*\*)':

D:\upp\uppsrc\Core\Socket.cpp:44:47: error: 'getaddrinfo' was not declared in this scope  
 return getaddrinfo(host, port, &hints, result);  
 ^

D:\upp\uppsrc\Core\Socket.cpp: In static member function 'static DWORD  
Upp::lpAddrInfo::Thread(void\*)':

D:\upp\uppsrc\Core\Socket.cpp:65:24: error: 'freeaddrinfo' was not declared in this scope  
 freeaddrinfo(result);

I'm compiling with MinGW. What do I have to do?

Regards

Marco

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Subject: Re: Errors during compiling the examples  
Posted by [BioBytes](#) on Tue, 18 Feb 2014 16:35:48 GMT  
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Hi Yeti,

Welcome to U++ programming world . This is not necessary to add "using namespace std". Which version of UPP do you use ? what is your OS ?

Could you show your build configuration ? (Menu-> Setup-> Build methods)?

Regards

Biobytes

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Subject: Re: Errors during compiling the examples  
Posted by [Yeti86](#) on Tue, 18 Feb 2014 17:18:13 GMT  
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I'm using windows 7, I downloaded the win32 installer yesterday .

Build methods attached.

Thanks in advance!

#### File Attachments

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1) [buildmethods.png](#), downloaded 438 times

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Subject: Re: Errors during compiling the examples  
Posted by [Oblivion](#) on Tue, 18 Feb 2014 17:44:41 GMT  
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Hello Yeti86, and welcome to U++ forums.

Since you're on Windows platform, please check that if "ws2\_32.lib" is in the "lib" section of build methods page or that a path in "lib" section is pointing to the folder where ws2\_32.lib reside. Check the same thing for "include" section too. they might be missing required headers.

Regards.

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Subject: Re: Errors during compiling the examples  
Posted by [Yeti86](#) on Tue, 18 Feb 2014 19:06:10 GMT  
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Hello Oblivion,

thanks for the tip. So this library is part of the windows sdk and not of MinGW, right? So need to download it? Is there anything else which I should download as well?

Thanks!

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Subject: Re: Errors during compiling the examples  
Posted by [Oblivion](#) on Tue, 18 Feb 2014 19:28:12 GMT  
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Hello Yeti86,

No, it is not part of mingw, it is part of windows sdk. Winsock2 and its libraries should be present on your hard drive. Did you install windows sdk? Whether or not you have mingw, first you need to install Windows SDK in order to compile windows specific applications.

<http://www.microsoft.com/en-us/download/details.aspx?id=8279>

After installing library, choose automatic configuration in TheIDE again and see if the libs and includes are in place.

Also, you don't need std namespace.

Regards.

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Subject: Re: Errors during compiling the examples  
Posted by [Yeti86](#) on Wed, 19 Feb 2014 00:36:18 GMT  
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Thank you for the explanation Oblivion!

Update:

After installing the windows sdk and set up the directories like it was suggested I get a new error:

```
C:\Program Files\Microsoft SDKs\Windows\v7.1\Include/specstrings.h:11:17: fatal error: sal.h: No  
such file or directory  
#include <sal.h>
```

Google says me that this is a lib of Visual Studio and everybody recommend to use the Visual c++ compiler for windows applications, instead of mingw. So at this time I'm downloading Visual Studio Express, which leads me to the next question related to this topic:

Where is the advantage to use Ultimate++ when I have to use a Visual C++ compiler? Is my Code really platform independed?

Thanks again!

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Subject: Re: Errors during compiling the examples  
Posted by [Yeti86](#) on Wed, 19 Feb 2014 00:58:43 GMT  
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After installing Visual Studio Express 2010 and Windows SDK:

Everything compiles properly, but still my questions about the platform independency remain:

Where is the advantage to use Ultimate++ when I have to use a Visual C++ compiler? Is my Code really platform independed?

Am I really forced to use the VC compiler?

I would be glad for a discussion about this topic!! Or is there already another one in the forum?

Good night!

Yeti

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Subject: Re: Errors during compiling the examples  
Posted by [dolik.rce](#) on Wed, 19 Feb 2014 05:50:10 GMT  
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Yeti86 wrote on Wed, 19 February 2014 01:58After installing Visual Studio Express 2010 and Windows SDK:

Everything compiles properly, but still my questions about the platform independency remain:

Where is the advantage to use Ultimate++ when I have to use a Visual C++ compiler? Is my Code really platform independed?

Am I really forced to use the VC compiler?

I would be glad for a discussion about this topic!! Or is there already another one in the forum?

Good night!

Yeti  
Hi Yeti,

Don't worry, U++ is as platform independent as possible. There is many people using mingw. By the way, they say that it works much better with the TDM mingw. AFAIK mingw is not officially supported on windows, but it should work. Also, I think you can use Clang compiler on windows. Even the Open Watcom compiler should have some support in TheIDE.

But the real beauty of platform independence is that once you have a working U++ code on windows, you can simply compile it on Linux or BSD, or vice versa. There are even people who

develop (and even compile ) Windows applications on Linux

Best regards,  
Honza

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Subject: Re: Errors during compiling the examples  
Posted by [Yeti86](#) on Wed, 19 Feb 2014 11:57:36 GMT  
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Ok, thank you very much. I'm going to start to explore ultimate

Regards

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Subject: Re: Errors during compiling the examples  
Posted by [forlano](#) on Wed, 19 Feb 2014 12:22:55 GMT  
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Yeti86 wrote on Wed, 19 February 2014 01:58

Where is the advantage to use Ultimate++ when I have to use a Visual C++ compiler? Is my Code really platform independed?

Am I really forced to use the VC compiler?

Hello,

do not worry. Your code will be platform indipendent.

Under Linux use gcc. Under windows compile the same source code with VC. It is faster and produces a smaller executable. Unfortunately the mingw and its derivate have some problem. So it make no sense to use them having a free and better alternative.

I regret to have not known it since the first moment.

Luigi

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Subject: Re: Errors during compiling the examples  
Posted by [Edward](#) on Thu, 19 Feb 2015 21:29:59 GMT  
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On the topic of compiler errors, I'm experiencing many errors on a simple tutorial project. When I comment out newly added code the caused the errors, recompiling gives the same error messages as when the problem code was present.

I have Cleaned, cleared, restarted, but the same messages keep reappearing. The only solution I

found is starting over with a new project.

Any advice appreciated.

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Subject: Re: Errors during compiling the examples  
Posted by [Edward](#) on Sat, 21 Feb 2015 17:39:53 GMT  
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Yeti86

Quote:Where is the advantage to use Ultimate++ when I have to use a Visual C++ compiler? Is my Code really platform independent?  
Am I really forced to use the VC compiler?

I am setting up to convert multiple 13 year old healthcare VB6 apps to C++, and I'm determined to break away from Microsoft, the upgrade frenzy, and the .Net Framework overhead. So my updated apps will be running on Linux boxes, micro/nano ATX boards, small Windows free installs that we could make 1,000,000 of without being required to buy a windows license fee to be legal.

So the apps you develop on U++ can be built/compiled for/on Linux or Windows or OSX, either. So I send you a project folder and you choose which platform to build/compile, and deploy the app.

I believe our future is platform neutral, like Net Neutrality, able to run on any platform.

This is why I have fought so strongly to get a couple example projects debugged using MinGW while everyone is suggesting I get MS VS and my problems will be over.

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Subject: Re: Errors during compiling the examples  
Posted by [mirek](#) on Sat, 21 Feb 2015 18:26:02 GMT  
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Yeti86 wrote on Wed, 19 February 2014 01:58After installing Visual Studio Express 2010 and Windows SDK:

Everything compiles properly, but still my questions about the platform independency remain:

Where is the advantage to use Ultimate++ when I have to use a Visual C++ compiler? Is my Code really platform independed?

Am I really forced to use the VC compiler?

Depends whether you just want to get your job done...

The problem is that gcc/mingw is still about 2-3x times slower than C++ and also has the problem that library format is not compatible with standard windows SDK.

Unfortunately, if you are about to use some other open-source system, like PostgreSQL or OpenSSL, chances are they will support standard SDK directly - that means Visual C++. With mingw, you will likely have to invest some time to figure out alternative (e.g. compile the library). And all that trouble just because you want to be completely free from M\$ - not worth a trouble IMO.

U++ is primary a library. For me, I just use the best toolchain available for free on target platform. That is VisualC++ on windows and CLANG on posix...

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