
Subject: Cannot Compile TheIDE with MSVC12
Posted by [Silvan](#) on Sun, 07 Dec 2014 15:20:53 GMT
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Hallo,
I'm new to UPP and I'm trying to put up my working environment.
I began with using MINGW and MSVC12, the last one was not installed but copied from another PC,
I had to do some arrangement to make it work.
I use a Windows 7 32 bit minimalist virtual machine.

Well, I can compile with both compiler almost every example and application bundled with UPP (ver upp-win32-7904),
but I succeeded to compile theide only with MINGW, when I try Build All with MSVC12 I get no error but if I try to execute it from theide I get this.
Any suggestions?

```
----- ide/Common ( GUI MT MSC12 DEBUG DEBUG_FULL BLITZ WIN32 MSC ) ( 1 / 35 )
cd C:\upp\uppsrc\ide\Common
----- ide/Core ( GUI MT MSC12 DEBUG DEBUG_FULL BLITZ WIN32 MSC ) ( 2 / 35 )
cd C:\upp\uppsrc\ide\Core
----- ide/LayDes ( GUI MT MSC12 DEBUG DEBUG_FULL BLITZ WIN32 MSC ) ( 3 / 35 )
cd C:\upp\uppsrc\ide\LayDes
----- ide/IconDes ( GUI MT MSC12 DEBUG DEBUG_FULL BLITZ WIN32 MSC ) ( 4 / 35 )
cd C:\upp\uppsrc\ide\IconDes
----- ide/Builders ( GUI MT MSC12 DEBUG DEBUG_FULL WIN32 MSC ) ( 5 / 35 )
cd C:\upp\uppsrc\ide\Builders
----- ide/Debuggers ( GUI MT MSC12 DEBUG DEBUG_FULL BLITZ WIN32 MSC ) ( 6 / 35 )
cd C:\upp\uppsrc\ide\Debuggers
C:\upp\uppsrc\ide\Debuggers\i386.cpu(1) : blocks BLITZ of C:\upp\uppsrc\ide\Debuggers\Cpu.cpp
----- ide/Browser ( GUI MT MSC12 DEBUG DEBUG_FULL BLITZ WIN32 MSC ) ( 7 / 35 )
cd C:\upp\uppsrc\ide\Browser
----- CodeEditor ( GUI MT MSC12 DEBUG DEBUG_FULL BLITZ WIN32 MSC ) ( 8 / 35 )
cd C:\upp\uppsrc\CodeEditor
C:\upp\uppsrc\Core\t.h(1) : blocks BLITZ of C:\upp\uppsrc\CodeEditor\CodeEditor.cpp
----- CtrlLib ( GUI MT MSC12 DEBUG DEBUG_FULL BLITZ WIN32 MSC ) ( 9 / 35 )
cd C:\upp\uppsrc\CtrlLib
C:\upp\uppsrc\CtrlLib\XPTheme.dli(1) : blocks BLITZ of C:\upp\uppsrc\CtrlLib\ChWin32.cpp
C:\upp\uppsrc\CtrlLib\ChGtk.h(1) : blocks BLITZ of C:\upp\uppsrc\CtrlLib\ChGtk0.cpp
C:\upp\uppsrc\CtrlLib\ChGtk.h(1) : blocks BLITZ of C:\upp\uppsrc\CtrlLib\ChGtk.cpp
----- plugin/bz2 ( GUI MT MSC12 DEBUG DEBUG_FULL BLITZ WIN32 MSC ) ( 10 / 35 )
cd C:\upp\uppsrc\plugin\bz2
----- HexView ( GUI MT MSC12 DEBUG DEBUG_FULL BLITZ WIN32 MSC ) ( 11 / 35 )
cd C:\upp\uppsrc\HexView
----- art/BlueBar ( GUI MT MSC12 DEBUG DEBUG_FULL BLITZ WIN32 MSC ) ( 12 / 35 )
cd C:\upp\uppsrc\art\BlueBar
----- plugin/astyle ( GUI MT MSC12 DEBUG DEBUG_FULL BLITZ WIN32 MSC ) ( 13 / 35 )
```

```

cd C:\upp\uppsrc\plugin\astyle
C:\MSVC12\x86\include\cassert(1) : blocks BLITZ of C:\upp\uppsrc\plugin\astyle\ASFormatter.cpp
---- usvn ( GUI MT MSC12 DEBUG DEBUG_FULL BLITZ WIN32 MSC ) ( 14 / 35 )
cd C:\upp\uppsrc\usvn
---- TextDiffCtrl ( GUI MT MSC12 DEBUG DEBUG_FULL BLITZ WIN32 MSC ) ( 15 / 35 )
cd C:\upp\uppsrc\TextDiffCtrl
---- TabBar ( GUI MT MSC12 DEBUG DEBUG_FULL BLITZ WIN32 MSC ) ( 16 / 35 )
cd C:\upp\uppsrc\TabBar
C:\upp\uppsrc\Core\t.h(1) : blocks BLITZ of C:\upp\uppsrc\TabBar\TabBar.cpp
---- ide/Designers ( GUI MT MSC12 DEBUG DEBUG_FULL BLITZ WIN32 MSC ) ( 17 / 35 )
cd C:\upp\uppsrc\ide\Designers
---- Esc ( GUI MT MSC12 DEBUG DEBUG_FULL BLITZ WIN32 MSC ) ( 18 / 35 )
cd C:\upp\uppsrc\Esc
---- Core ( GUI MT MSC12 DEBUG DEBUG_FULL BLITZ WIN32 MSC ) ( 19 / 35 )
cd C:\upp\uppsrc\Core
C:\upp\uppsrc\Core\HeapImp.h(1) : blocks BLITZ of C:\upp\uppsrc\Core\heaputil.cpp
C:\upp\uppsrc\Core\HeapImp.h(1) : blocks BLITZ of C:\upp\uppsrc\Core\heap.cpp
C:\upp\uppsrc\Core\HeapImp.h(1) : blocks BLITZ of C:\upp\uppsrc\Core\heap.cpp
C:\upp\uppsrc\Core\HeapImp.h(1) : blocks BLITZ of C:\upp\uppsrc\Core\heapdbg.cpp
C:\upp\uppsrc\Core\CharSet.i(1) : blocks BLITZ of C:\upp\uppsrc\Core\CharSet.cpp
C:\upp\uppsrc\Core\t.h(1) : blocks BLITZ of C:\upp\uppsrc\Core\t.cpp
---- plugin/z ( GUI MT MSC12 DEBUG DEBUG_FULL BLITZ WIN32 MSC ) ( 20 / 35 )
cd C:\upp\uppsrc\plugin\z
---- RichEdit ( GUI MT MSC12 DEBUG DEBUG_FULL BLITZ WIN32 MSC ) ( 21 / 35 )
cd C:\upp\uppsrc\RichEdit
---- IconDes ( GUI MT MSC12 DEBUG DEBUG_FULL BLITZ WIN32 MSC ) ( 22 / 35 )
cd C:\upp\uppsrc\IconDes
---- plugin/gif ( GUI MT MSC12 DEBUG DEBUG_FULL BLITZ WIN32 MSC ) ( 23 / 35 )
cd C:\upp\uppsrc\plugin\gif
---- plugin/jpg ( GUI MT MSC12 DEBUG DEBUG_FULL BLITZ WIN32 MSC ) ( 24 / 35 )
cd C:\upp\uppsrc\plugin\jpg
C:\upp\uppsrc\plugin\jpg\lib\jinclude.h(1) : blocks BLITZ of C:\upp\uppsrc\plugin\jpg\jpgupp.cpp
---- Painter ( GUI MT MSC12 DEBUG DEBUG_FULL BLITZ WIN32 MSC ) ( 25 / 35 )
cd C:\upp\uppsrc\Painter
---- Draw ( GUI MT MSC12 DEBUG DEBUG_FULL BLITZ WIN32 MSC ) ( 26 / 35 )
cd C:\upp\uppsrc\Draw
---- plugin/ndisasm ( GUI MT MSC12 DEBUG DEBUG_FULL BLITZ WIN32 MSC ) ( 27 / 35 )
cd C:\upp\uppsrc\plugin\ndisasm
---- CppBase ( GUI MT MSC12 DEBUG DEBUG_FULL BLITZ WIN32 MSC ) ( 28 / 35 )
cd C:\upp\uppsrc\CppBase
---- PdfDraw ( GUI MT MSC12 DEBUG DEBUG_FULL BLITZ WIN32 MSC ) ( 29 / 35 )
cd C:\upp\uppsrc\PdfDraw
C:\upp\uppsrc\PdfDraw\ICCColorSpace.i(1) : blocks BLITZ of
C:\upp\uppsrc\PdfDraw\PdfDraw.cpp
---- plugin/pcre ( GUI MT MSC12 DEBUG DEBUG_FULL BLITZ WIN32 MSC ) ( 30 / 35 )
cd C:\upp\uppsrc\plugin\pcre
C:\upp\uppsrc\plugin\pcre\lib\pcre_chartables.c(1) : blocks BLITZ of
C:\upp\uppsrc\plugin\pcre\lib.cpp

```

```
----- CtrlCore ( GUI MT MSC12 DEBUG DEBUG_FULL BLITZ WIN32 MSC ) (31 / 35)
cd C:\upp\uppsrc\CtrlCore
----- plugin/bmp ( GUI MT MSC12 DEBUG DEBUG_FULL BLITZ WIN32 MSC ) (32 / 35)
cd C:\upp\uppsrc\plugin\bmp
----- RichText ( GUI MT MSC12 DEBUG DEBUG_FULL BLITZ WIN32 MSC ) (33 / 35)
cd C:\upp\uppsrc\RichText
----- plugin/png ( GUI MT MSC12 DEBUG DEBUG_FULL BLITZ WIN32 MSC ) (34 / 35)
cd C:\upp\uppsrc\plugin\png
----- ide ( GUI MT MAIN MSC12 DEBUG DEBUG_FULL BLITZ WIN32 MSC ) (35 / 35)
cd C:\upp\uppsrc\ide
ide.rc
compiled in (0:00.00)
```

There were errors. (0:00.96)

Regards,
Silvan

Subject: Re: Cannot Compile TheIDE with MSVC12
Posted by [Silvan](#) on Tue, 09 Dec 2014 14:37:33 GMT
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Any ideas?
How can I read the sequence of command theide runs and see were there are errors?

Subject: Re: Cannot Compile TheIDE with MSVC12
Posted by [Silvan](#) on Tue, 09 Dec 2014 20:38:57 GMT
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Well,
I find where to look for the command.
Under MSC the build process does not compile the file ide.rc.
But there is no error code, and I don't see which tool theide calls.

Any Idea?

Subject: Re: Cannot Compile TheIDE with MSVC12
Posted by [andreincx](#) on Wed, 10 Dec 2014 11:43:12 GMT
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Check menu option "Setup>Be verbose" and see Console output in TheIDE after build. Hopefully you'll spot the problem.

Andrei

Subject: Re: Cannot Compile TheIDE with MSVC12
Posted by [Silvan](#) on Thu, 11 Dec 2014 10:10:03 GMT
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Ok I solved the problem, now I will refine the MSVC12 directory and try with the x64 compiler...

Subject: Re: Cannot Compile TheIDE with MSVC12
Posted by [Silvan](#) on Fri, 12 Dec 2014 17:02:09 GMT
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Well It compiles also with the x64 compiler, but theIDE invokes the linker with the argument machine:I386 and the linker abort.
I did not find an option to say to theIDE that the target is a x64 machine...

Subject: Re: Cannot Compile TheIDE with MSVC12
Posted by [andreincx](#) on Mon, 15 Dec 2014 13:24:54 GMT
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Have you selected in (menu) "Setup>Build methods.." (drop-down) Builder: MSC12X64?

Subject: Re: Cannot Compile TheIDE with MSVC12
Posted by [Silvan](#) on Mon, 15 Dec 2014 14:51:58 GMT
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Yes I selected the x64 compile method that I have created manually.
I can't find an option to istruct theIDE to compile versus a 32 bit machine or 64.

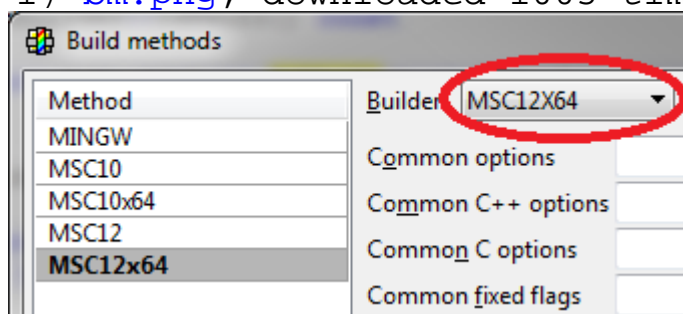
Subject: Re: Cannot Compile TheIDE with MSVC12
Posted by [andreincx](#) on Tue, 16 Dec 2014 07:08:51 GMT
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Silvan wrote on Mon, 15 December 2014 15:51 Yes I selected the x64 compile method that I have created manually.
I can't find an option to istruct theIDE to compile versus a 32 bit machine or 64.

I don't have MSVC12 installed, but looking in code, it's handled like any other VS compiler. If you've selected the right builder, it should work. (See attached image).

File Attachments

1) [bm.png](#), downloaded 1005 times



Subject: Re: Cannot Compile TheIDE with MSVC12
Posted by [Silvan](#) on Tue, 16 Dec 2014 08:53:17 GMT

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Yes, I found this menu yesterday night and that solved the problem.

Now I want:

- 1) try to debug both in 32 and 64 bit mode.
- 2) clean the MSVC12 directory deleting the unnecessary files and duplicates.

Subject: Re: Cannot Compile TheIDE with MSVC12
Posted by [andreincx](#) on Wed, 17 Dec 2014 11:41:02 GMT

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Silvan wrote on Tue, 16 December 2014 09:53 Yes, I found this menu yesterday night and that solved the problem.

Now I want:

- 1) try to debug both in 32 and 64 bit mode.
- 2) clean the MSVC12 directory deleting the unnecessary files and duplicates.

I've wrote you about that option Mon, 15 December 2014 14:24

Last post was kind of duplicate (a picture is worth a thousand words)

Good luck with that (1&2).

Best regards,
Andrei

Subject: Re: Cannot Compile TheIDE with MSVC12
Posted by [Silvan](#) on Mon, 22 Dec 2014 13:10:04 GMT
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Well,

I razionalized the MSVC12 directory structure and files, now it is only 999Mb.
Succeeded both in debugging in 32 and 64 bit mode (with the theIDE compiled in 64 bit).

Next...

- 1) Use the intel compiler
- 2) Try to compile under VC2008

Subject: Re: Cannot Compile TheIDE with MSVC12
Posted by [Silvan](#) on Wed, 24 Dec 2014 22:11:03 GMT
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There are errors compiling theIDE with Intel C++ Compiler 11.1.054:

```
C:\MSVC12\Include\yvals.h(666): error: pure specifier ("= 0") allowed only on virtual functions
__CLR_OR_THIS_CALL _Lockit(const _Lockit&) = delete;
```

??

Subject: Re: Cannot Compile TheIDE with MSVC12
Posted by [andreincx](#) on Thu, 25 Dec 2014 15:25:56 GMT
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Silvan wrote on Wed, 24 December 2014 23:11There are errors compiling theIDE with Intel C++ Compiler 11.1.054:

```
C:\MSVC12\Include\yvals.h(666): error: pure specifier ("= 0") allowed only on virtual functions
__CLR_OR_THIS_CALL _Lockit(const _Lockit&) = delete;
```

??

Does Intel C++ compiler include files from MSVC12 compiler (shouldn't come with it's own set)?
There's pure evil in that line: 666

P.S.: i don't have intel compiler.

Subject: Re: Cannot Compile TheIDE with MSVC12
Posted by [Silvan](#) on Sat, 27 Dec 2014 17:32:36 GMT
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Hi Andrei,
yes intel compiler requires Microsoft SDK...

Subject: Re: Cannot Compile TheIDE with MSVC12
Posted by [Silvan](#) on Sun, 25 Jan 2015 17:49:34 GMT
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No aid about Intel compiler, and I did not find any solution.
Well that is not really important,so I bypass this for now and start with the second point:
try to compile theIDE under VC2008.

Subject: Re: Cannot Compile TheIDE with MSVC12
Posted by [mirek](#) on Mon, 26 Jan 2015 14:09:07 GMT
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Silvan wrote on Sun, 25 January 2015 18:49No aid about Intel compiler, and I did not find any solution.
Well that is not really important,so I bypass this for now and start with the second point:
try to compile theIDE under VC2008.

Have you tried 'recommended' path?

[http://www.ultimatepp.org/app\\$ide\\$install\\$en-us.html](http://www.ultimatepp.org/appideinstall$en-us.html)

Mirek

Subject: Re: Cannot Compile TheIDE with MSVC12
Posted by [Silvan](#) on Tue, 27 Jan 2015 09:15:25 GMT

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mirek wrote on Mon, 26 January 2015 15:09Silvan wrote on Sun, 25 January 2015 18:49No aid about Intel compiler, and I did not find any solution.

Well that is not really important,so I bypass this for now and start with the second point: try to compile theIDE under VC2008.

Have you tried 'recommended' path?

[http://www.ultimatepp.org/app\\$ide\\$install\\$en-us.html](http://www.ultimatepp.org/appideinstall$en-us.html)

Mirek

Well,

the directory structure of the MSVC compiler and Intel compiler is different from that 'recommended'.

That does not do any problem to che MSVC compiler and I suppose that also che Intel compiler is not

affected by this, because there is no error about things not found.

When I try to compile TheIDE the first error is that:

```
C:\MSVC12\Include\yvals.h(666): error: pure specifier ("= 0") allowed only on virtual functions
__CLR_OR_THIS_CALL __Lockit(const __Lockit&) = delete;
```

It seems an error related to the language... bho....

Silvan

Subject: Re: Cannot Compile TheIDE with MSVC12

Posted by [Silvan](#) on Tue, 27 Jan 2015 10:42:55 GMT

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What are icpp files?

Subject: Re: Cannot Compile TheIDE with MSVC12

Posted by [Silvan](#) on Tue, 27 Jan 2015 11:37:19 GMT

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Silvan wrote on Tue, 27 January 2015 11:42What are icpp files?

... and init files?

I read somethings about that on this forum.

Well my idea to build theIDE under Visual Studio is to create a solution (under MSVS) with one project for each packages in Upp. Each project must reference the other projects that uses.

To do that can I simple deal an icpp file like a cpp file and ignore init file?

Subject: Re: Cannot Compile TheIDE with MSVC12
Posted by [mirek](#) on Wed, 28 Jan 2015 19:04:41 GMT
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Silvan wrote on Tue, 27 January 2015 10:15mirek wrote on Mon, 26 January 2015 15:09Silvan wrote on Sun, 25 January 2015 18:49No aid about Intel compiler, and I did not find any solution. Well that is not really important,so I bypass this for now and start with the second point: try to compile theIDE under VC2008.

Have you tried 'recommended' path?

[http://www.ultimatecpp.org/app\\$ide\\$install\\$en-us.html](http://www.ultimatecpp.org/appideinstall$en-us.html)

Mirek

Well,

the directory structure of the MSVC compiler and Intel compiler is different from that 'recommended'.

That does not do any problem to che MSVC compiler and I suppose that also che Intel compiler is not

affected by this, because there is no error about things not found.

When I try to compile TheIDE the first error is that:

'recommended' is to download Win7 SDK and let TheIDE autoseup everything. See the link above.

We are supporting later SDKs and are able to use compilers provided with Visual Studio, but that is sometimes quirky.

Subject: Re: Cannot Compile TheIDE with MSVC12
Posted by [mirek](#) on Wed, 28 Jan 2015 19:25:20 GMT

Silvan wrote on Tue, 27 January 2015 11:42: What are icpp files?

Well, but now you have a new project, using U++ with Visual Studio, are you?

OK. Well, the .icpp is a problem there, one that init files are trying to solve.

The idea is this: We want some code to be 'autoregistered'. E.g. Draw module contains general interface for loading raster graphics. Then we have a module that loads particular image format, say 'tiff'. Now we want, when we add this module to the project, to get registered with Draw module, so that we can use "LoadImageDetectFormat" sort of function. And we want that to happen without calling some "RegisterTiffWithDraw" in main, we want to happen that automagically.

To that end, we are using global constructors (actually, we have a nice macros INIT_BLOCK/EXIT_BLOCKS that create a piece of code that gets run at the start and at the end of code. Those macros are implemented using C++ global constructors/destructors). But here comes the problem: All this only works when object file is linked into final .exe. And when we are building .lib, linker excludes object files that are not referenced from the rest of code. Unfortunately, that usually includes our registration code. Means that with usual building rules, global constructor/destructor trick does not work.

That is why we have invented ".icpp". This is like regular .cpp, but has guaranteed to be included in final binary - U++ build system understands this extension and takes appropriate steps to ensure that. Problem solved (as long as you are using theide or umk), problem created for Visual Studio...

'init' files are attempt to solve this issue.

Consider plugin/tif. It contains registration .icpp:

```
#include "tif.h"

NAMESPACE_UPP

INITBLOCK {
    StreamRaster::Register<TIFRaster>();
}

END_UPP_NAMESPACE
```

And then autogenerated (by theide) 'plugin/tif/init':

```
#ifndef _plugin_tif_icpp_init_stub
#define _plugin_tif_icpp_init_stub
```

```
#include "plugin\jpg/init"  
#define BLITZ_INDEX__ F06a388f1e84b680d94787428bf67e5bb  
#include "tifreg.icpp"  
#undef BLITZ_INDEX__  
#endif
```

As you can see, this code includes .icpp files, but also includes 'plugin/jpg/init'. That is because plugin/tif uses plugin/tiff (has it as 'uses' dependency). Now the idea how is this going to help with Visual Studio is that you can build everything as usual, only building .cpp, and in your main.cpp file, you would include all "init" files of directly dependent packages, like

main.cpp

```
#include <CtrlLib/CtrlLib.h>  
#include <Something/Something.h>  
  
// This part is only for visual studio:  
#include <CtrlLib/init>  
#include <Something/init>  
// Includes in fact whole cpp files, thus must be include only in single .cpp file
```

Now, that is the nice theory, but AFAIK, nobody really tried this in practice... Be first!

Mirek

Subject: Re: Cannot Compile TheIDE with MSVC12
Posted by [Silvan](#) on Thu, 29 Jan 2015 08:30:14 GMT
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mirek wrote on Wed, 28 January 2015 20:25
Now, that is the nice theory, but AFAIK, nobody really tried this in practice... Be first!

Mirek

Well, if I understand correctly, icpp files are normal cpp file that need to be linked even if they are not referenced.
TheIDE understands it and does what is necessary to do that, but MSVC is not aware, so init files are created for this purpose. Is it okay?

For the Intel compiler problem.
Well me and Microsoft are not good friends, so I don't want to install the SDK (it does a mess...) and I managed to extract the files theIDE needs from a normal MSVC12 installation.
I made a directory with all needed and I tested both 32/64 compiling and debugging. And it rocks.
Now the problem arises with the INTEL compiler and it seems related to some .h files. I have no missing file error.

Silvan

Subject: Re: Cannot Compile TheIDE with MSVC12
Posted by [Silvan](#) on Mon, 02 Feb 2015 14:47:20 GMT
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Package: plugin/png
File: pngupp.cpp

```
#ifdef flagWIN32
#include <plugin/png/lib/png.h>
#else
#include <png.h>
#endif
```

```
#include <Draw/Draw.h>
#include "png.h"
```

is flagWIN32 declared somewhere?
which png.h I should use under MSVC?

Subject: Re: Cannot Compile TheIDE with MSVC12
Posted by [Silvan](#) on Tue, 03 Feb 2015 09:56:41 GMT
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While triing to do a solution under MSVC2008 with all the source code of TheIDE with init file included,
I find out that in MSVC we can create "Custom Build Process" where we can specify Command Line, Outputs and Additional Dependencies.
I suppose that the right way to create a compatiple solution in MSVC in to create a custom build for icpp file.
For now I go on with normal include..
