Subject: GeoFun compilation problem with MSVC12
Posted by deep on Sat, 07 Feb 2015 07:00:22 GMT
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Hi,

I am using UPP8144 64bit/32bit version.
Windows 8 and "windows kit / 8.1"

I checked Clock and Painter from examples and can compile ,link and run generated exe.
Methods MSC10, MSC12, MSC12x64.

GeoFun works with MSC10.

But with MSC12 and MSC12x64 it is not getting linked. And there is no error message.
What can be problem.

Following is message generated by IDE.

----- CtrlLib (GUI MSC12 DEBUG DEBUG_FULL BLITZ WIN32 MSC) (1 / 12)
BLITZ: LabelBase.cpp Button.cpp Switch.cpp EditField.cpp Text.cpp LineEdit.cpp DocEdit.cpp ScrollBar.cpp HeaderCtrl.cpp ArrayCtrl.cpp MultiButton.cpp
PopupTable.cpp DropList.cpp DropChoice.cpp Static.cpp Splitter.cpp FrameSplitter.cpp SliderCtrl.cpp ColumnList.cpp Progress.cpp AKeys.cpp RichTe
xtView.cpp Prompt.cpp Help.cpp DateTimeCtrl.cpp SuggestCtrl.cpp Bar.cpp MenuItem.cpp MenuBar.cpp ToolButton.cpp ToolBar.cpp ToolTip.cpp StatusBar
.cpp TabCtrl.cpp TreeCtrl.cpp DropTree.cpp DlgColor.cpp ColorPopup.cpp ColorPusher.cpp FileList.cpp FileSel.cpp FileSelUtil.cpp PrinterJob.cpp Wi
ndows.cpp Win32.cpp Gtk.cpp TrayIconWin32.cpp TrayIconX11.cpp TrayIconGtk.cpp Update.cpp CtrlUtil.cpp LNGCtrl.cpp Ch.cpp
$blitz.cpp
----- Painter (GUI MSC12 DEBUG DEBUG_FULL BLITZ WIN32 MSC) (2 / 12)
BLITZ: Painter.cpp SvgArc.cpp PainterPath.cpp DrawOp.cpp Painting.cpp PaintPainting.icpp Xform2D.cpp Approximate.cpp Stroker.cpp Dasher.cpp Transform
er.cpp Interpolator.cpp Rasterizer.cpp RasterizerClip.cpp Path.cpp Context.cpp Fillers.cpp RenderChar.cpp Render.cpp Image.cpp Mask.cpp Gradient.
cpp RadialGradient.cpp OnPath.cpp
ChGtk0.cpp
ChWin32.cpp
CtrlLib.icpp
SvgUtil.cpp
$blitz.cpp
----- plugin/jpg (GUI MSC12 DEBUG DEBUG_FULL BLITZ WIN32 MSC) (3 / 12)
SvgParser.cpp
ChGtk.cpp
CtrlLib: 57 file(s) built in (0:03.56), 62 msecs / file, duration = 5266 msecs, parallelization 100%
SvgBounds.cpp
SvgStyle.cpp

cdjpeg.c
jpgupp.cpp
Painter: 28 file(s) built in (0:02.31), 82 msecs / file, duration = 4609 msecs, parallelization 100%
jcapimin.c
jcapistd.c
jccoefct.c
jccolor.c
jcdctmgr.c
jcdiffct.c
jchuff.c
jcinit.c
jclossls.c
jclossy.c
jclhuff.c
jcmainct.c
jcmaster.c
jcmarker.c
jcodec.c
jcomapi.c
jcparam.c
jcpred.c
jcphuff.c
jcprepct.c
jcsample.c
jcscale.c
jcshuff.c
jctrans.c
jdapistd.c
jdapimin.c
jdatadst.c
jdcoefct.c
jdatasrc.c
jdcolor.c
jpgreg.icpp
jddctmgr.c
jddiffct.c
jdhuff.c
jdinput.c
jdlhuff.c
jdlossls.c
jdlossy.c
jdmaster.c
jdmainct.c
jdmarker.c
jdmerge.c
jdphuff.c
jdpred.c
jdpostct.c

jdtrans.c
jdsample.c
jdscale.c
jdshuff.c
jfdctflt.c
jfdctint.c
jerror.c
jfdctfst.c
jidctflt.c
jidctred.c
jidctfst.c
jidctint.c
jmemansi.c
jquant2.c
jmemmgr.c
jquant1.c
jutils.c
rdcolmap.c
rdgif.c
rdbmp.c
rdppm.c
rdtarga.c
rdswitch.c
rdrle.c
transupp.c
wrppm.c
----- Report (GUI MSC12 DEBUG DEBUG_FULL BLITZ WIN32 MSC) (4 / 12)
BLITZ: Report.cpp ReportDlg.cpp
wrbmp.c
wrgif.c
----- CtrlCore (GUI MSC12 DEBUG DEBUG_FULL BLITZ WIN32 MSC) (5 / 12)
BLITZ: SystemDraw.cpp Frame.cpp CtrlMt.cpp Ctrl.cpp CtrlChild.cpp CtrlPos.cpp CtrlDraw.cpp
CtrlMouse.cpp CtrlKbd.cpp CtrlTimer.cpp CtrlClip.cpp Local
    Loop.cpp TopWindow.cpp DrawWin32.cpp DrawOpWin32.cpp DrawTextWin32.cpp
ImageWin32.cpp MetaFile.cpp UtilWin32.cpp Win32Ctrl.cpp Win32Wnd.cpp Win32
    Clip.cpp Win32DnD.cpp Win32Proc.cpp TopWin32.cpp DHCtrl.cpp DrawX11.cpp
DrawOpX11.cpp DrawTextX11.cpp ImageX11.cpp UtilX11.cpp X11Ctrl.cpp X11Wnd
    .cpp X11Proc.cpp X11Clip.cpp X11DnD.cpp X11Top.cpp X11ImgClip.cpp X11App.cpp
X11DHCtrl.cpp GtkDrawOp.cpp GtkDrawText.cpp GtkDrawImage.cpp GdkImag
    e.cpp GtkUtil.cpp GtkX11Util.cpp GtkCtrl.cpp GtkCapture.cpp GtkWnd.cpp GtkCreate.cpp
GtkEvent.cpp GtkTop.cpp GtkClip.cpp GtkDnD.cpp GtkApp.cpp Pa
    rseRTF.cpp EncodeRTF.cpp
wrrle.c
wrtarga.c
plugin/jpg: 77 file(s) built in (0:03.03), 39 msecs / file, duration = 4485 msecs, parallelization 100%
ReportI.icpp
----- Draw (GUI MSC12 DEBUG DEBUG_FULL BLITZ WIN32 MSC) (6 / 12)
BLITZ: Font.cpp FontCR.cpp FontWin32.cpp FontFc.cpp Draw.cpp DrawText.cpp DrawData.cpp

Drawing.cpp ImageAnyDraw.cpp DrawUtil.cpp DrawTextUtil.cpp Dis
play.cpp Image.cpp ImageBlit.cpp RasterFormat.cpp RasterWrite.cpp Palette.cpp Raster.cpp
RasterEncoder.cpp ImageOp.cpp ImageChOp.cpp ImageScale.c
pp BiCubic.cpp RescaleFilter.cpp MakeCache.cpp DrawRasterData.cpp DDARasterizer.cpp
SDrawClip.cpp SDrawPut.cpp SDrawText.cpp SDraw.cpp SImageDraw
.cpp Cham.cpp SSettings.cpp
----- plugin/bmp (GUI MSC12 DEBUG DEBUG_FULL BLITZ WIN32 MSC) (7 / 12)
BLITZ: Bmp.cpp BmpWrite.cpp Icon.cpp BmpReg.icpp
CtrlCore.icpp
----- RichText (GUI MSC12 DEBUG DEBUG_FULL BLITZ WIN32 MSC) (8 / 12)
BLITZ: Object.cpp RichImage.icpp ParaData.cpp ParaType.cpp ParaPaint.cpp TxtData.cpp
TxtPaint.cpp TxtOp.cpp Format.cpp TableCell.cpp TableLayout.cpp
TablePaint.cpp TableData.cpp TextPaint.cpp HeaderFooter.cpp TextStyle.cpp TextData.cpp
TextTable.cpp EncodeQtf.cpp ParseQtf.cpp EncodeHTML.cpp Ut
il.cpp
$blitz.cpp
Report: 3 file(s) built in (0:01.09), 363 msecs / file, duration = 2391 msecs, parallelization 100%
----- Core (GUI MSC12 DEBUG DEBUG_FULL BLITZ WIN32 MSC) (9 / 12)
$blitz.cpp
BLITZ: Cpu.cpp Mt.cpp sheap.cpp StringFind.cpp String.cpp WString.cpp StrUtil.cpp
SplitMerge.cpp Bom.cpp Path.cpp NetNode.cpp App.cpp Stream.cpp Bloc
kStream.cpp FilterStream.cpp Log.cpp Debug.cpp Ini.cpp Util.cpp mathutil.cpp Random.cpp
LocalProcess.cpp Vcont.cpp Hash.cpp Callback.cpp TimeDate
.cpp Value.cpp ValueUtil.cpp Format.cpp Convert.cpp Color.cpp Gtypes.cpp Lang.cpp
LangInfo.cpp parser.cpp XML.cpp Xmlize.cpp JSON.cpp Uuid.cpp Pt
r.cpp z.cpp Topic.cpp CoWork.cpp MD5.cpp SHA1.cpp InetUtil.cpp MIME.cpp Socket.cpp
Http.cpp WebSocket.cpp Dli.cpp Win32Util.cpp
$blitz.cpp
CtrlCore: 58 file(s) built in (0:01.14), 19 msecs / file, duration = 3094 msecs, parallelization 100%
plugin/bmp: 4 file(s) built in (0:00.43), 109 msecs / file, duration = 2218 msecs, parallelization
100%
OL_Set.cpp
heaputil.cpp
$blitz.cpp
Draw: 34 file(s) built in (0:00.63), 18 msecs / file, duration = 4547 msecs, parallelization 100%
$blitz.cpp
RichText: 22 file(s) built in (0:00.68), 31 msecs / file, duration = 2953 msecs, parallelization 100%
heapdbg.cpp
----- plugin/z (GUI MSC12 DEBUG DEBUG_FULL BLITZ WIN32 MSC) (10 / 12)
lheap.cpp
heap.cpp
$blitz.cpp
adler32.c
crc32.c
compress.c
deflate.c
infback.c
gzio.c

```
inffast.c
CharSet.cpp
inflate.c
inftrees.c
----- plugin/png ( GUI MSC12 DEBUG DEBUG_FULL BLITZ WIN32 MSC ) (11 / 12)
BLITZ: pngupp.cpp pngreg.icpp
trees.c
uncompr.c
----- GeoFun ( GUI MAIN MSC12 DEBUG DEBUG_FULL BLITZ WIN32 MSC ) (12 / 12)
icon.rc
zutil.c
plugin/z: 12 file(s) built in (0:00.32), 26 msecs / file, duration = 750 msecs, parallelization 100%
GeoFun.cpp
C:\DevTools\upp8144\examples\GeoFun\GeoFun.cpp(152) : warning C4244: 'argument' :
conversion from 'double' to 'int', possible loss of data
C:\DevTools\upp8144\examples\GeoFun\GeoFun.cpp(22) : warning C4244: 'argument' :
conversion from 'double' to 'int', possible loss of data
        C:\DevTools\upp8144\examples\GeoFun\GeoFun.cpp(127) : see reference to function
template instantiation 'void DrawCanvas::DoPaint0<Upp::Painti
    ngPainter>(T &,int)' being compiled
        with
        [
            T=Upp::PaintingPainter
        ]
pnglib.c
t.cpp
Core: 59 file(s) built in (0:03.65), 61 msecs / file, duration = 6860 msecs, parallelization 100%
$blitz.cpp
plugin/png: 3 file(s) built in (0:00.66), 221 msecs / file, duration = 1625 msecs, parallelization 89%
GeoFun: 1 file(s) built in (0:01.44), 1449 msecs / file, duration = 2422 msecs, parallelization 52%

There were errors. (0:20.32)
```

Second build run gives following

```
----- CtrlLib ( GUI MSC12X64 DEBUG DEBUG_FULL BLITZ WIN32 MSC ) (1 / 12)
----- Painter ( GUI MSC12X64 DEBUG DEBUG_FULL BLITZ WIN32 MSC ) (2 / 12)
----- plugin/jpg ( GUI MSC12X64 DEBUG DEBUG_FULL BLITZ WIN32 MSC ) (3 / 12)
----- Report ( GUI MSC12X64 DEBUG DEBUG_FULL BLITZ WIN32 MSC ) (4 / 12)
----- CtrlCore ( GUI MSC12X64 DEBUG DEBUG_FULL BLITZ WIN32 MSC ) (5 / 12)
----- Draw ( GUI MSC12X64 DEBUG DEBUG_FULL BLITZ WIN32 MSC ) (6 / 12)
----- plugin/bmp ( GUI MSC12X64 DEBUG DEBUG_FULL BLITZ WIN32 MSC ) (7 / 12)
----- RichText ( GUI MSC12X64 DEBUG DEBUG_FULL BLITZ WIN32 MSC ) (8 / 12)
----- Core ( GUI MSC12X64 DEBUG DEBUG_FULL BLITZ WIN32 MSC ) (9 / 12)
----- plugin/z ( GUI MSC12X64 DEBUG DEBUG_FULL BLITZ WIN32 MSC ) (10 / 12)
----- plugin/png ( GUI MSC12X64 DEBUG DEBUG_FULL BLITZ WIN32 MSC ) (11 / 12)
----- GeoFun ( GUI MAIN MSC12X64 DEBUG DEBUG_FULL BLITZ WIN32 MSC ) (12 / 12)
```

icon.rc

There were errors. (0:00.29)

Subject: Re: GeoFun compilation problem with MSVC12
Posted by deep on Sat, 07 Feb 2015 10:31:04 GMT
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I have Resource file in project.

icon.rc

It links when used with MSC10. And works ok.

With MSC12 not linking with rc file.
If I remove icon.rc file from project then it is linking and working.

How to make it compile with rc file.

Same thing happening with Examples/EyeCare

Subject: Re: GeoFun compilation problem with MSVC12
Posted by deep on Mon, 09 Mar 2015 13:16:07 GMT
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Hi,

It was path problem for RC.EXE file for MSC12 x86 and x64 sections

After adding correct path in setup build methods for "executable directories" it is working fine.

I was expecting rc.exe file not found error message.

cl.exe is not in path upp ide is giving appropriate warning/error msg.

Subject: Re: GeoFun compilation problem with MSVC12
Posted by koldo on Mon, 20 Jul 2015 11:46:26 GMT
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It has happen the same to me compiling MSC12 64 bits. I have had to include rc.exe folder as deep.

Perhaps in this case would it be better if TheIDE would print a message indicating that it has not

found rc.exe?