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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 DropDownList.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 msec / file, duration = 5266 msec, 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%

jcapiimin.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

jpgpred.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 Gdclmag

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 msec / file, duration = 4485 msec, parallelization 100%

Reportl.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 msec / file, duration = 2391 msec, 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 msec / file, duration = 3094 msec, parallelization 100%  
 plugin/bmp: 4 file(s) built in (0:00.43), 109 msec / file, duration = 2218 msec, parallelization  
 100%  
 OL\_Set.cpp  
 heaputil.cpp  
 \$blitz.cpp  
 Draw: 34 file(s) built in (0:00.63), 18 msec / file, duration = 4547 msec, parallelization 100%  
 \$blitz.cpp  
 RichText: 22 file(s) built in (0:00.68), 31 msec / file, duration = 2953 msec, 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 msec / file, duration = 750 msec, 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 msec / file, duration = 6860 msec, parallelization 100%
$blitz.cpp
plugin/png: 3 file(s) built in (0:00.66), 221 msec / file, duration = 1625 msec, parallelization 89%
GeoFun: 1 file(s) built in (0:01.44), 1449 msec / file, duration = 2422 msec, parallelization 52%

There were errors. (0:20.32)

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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)

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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

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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.

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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?

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