
Subject: Execute problems with Ultimate++
Posted by [Modry_Oblak](#) on Fri, 19 Jun 2015 10:15:11 GMT
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I am new to Ultimate++ and new to programing in c++.
I use MS VS 2013 Community edition and U++ instalation from upp-win32-8227.

After complete instalation guide i copy code,

```
// -- example --  
#include <iostream>  
  
int main(){  
  
    char dummy;  
    std::cerr << "Hello, platform! " << std::endl;  
    std::cin >> dummy;  
}  
// -- example --
```

but it throw me errors:

1. LINK warning LNK4224 /INCREMENTAL:YES is no long supported; ignored
2. LINK: fatal error LNK1104: cannot open file 'uuid.lib'

Another and main problem is, i can not execute any example in U++. If i execute example i get error:

Filte: Core/Core.h | Line: 157 | Message: fatal error C1083: Cannot open include file: 'windef.h':
No such file or directory

Subject: Re: Execute problems with Ultimate++
Posted by [mirek](#) on Fri, 19 Jun 2015 10:59:48 GMT
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Modry_Oblak wrote on Fri, 19 June 2015 12:15I am new to Ultimate++ and new to programing in c++.
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It looks like Windows SDK is not installed or configured proprely... Have you installed it? (Visual Studio Community Edition does not install that AFAIK)

Mirek

Subject: Re: Execute problems with Ultimate++
Posted by [Modry_Oblak](#) on Fri, 19 Jun 2015 11:11:18 GMT
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Hmm I am not sure, but what i find, it looks like it have.
https://developer.mozilla.org/en-US/docs/Windows_SDK_versions
And what i know, 2013 CE is similar or same as Profesional version.
I have folder C:\Prog Files(x86)\Microsoft SDK\Windows\ and from v7 to v8

I discover new problems:

1. Build setup was automaticly created and every time i open Setup > Autpomatic Setup it check me VC++ 11, but i never installed VC++ 11 (i have some files from VC++ 11 but i dont know how i get this files)

2. After manual path set up for Build i dont get error with windef.h

3. After manual path set up for Build i get another 1 error and 2 warnings:
(errors from Clock example)

FILE: include/sal_supp.h | LINE: 57 | MESSAGE: warning C4005: '_useHeader':macro redefinition
FILE: include/specstring_supp.h | LINE: 77 | MESSAGE: warning C4005: '__on_failure':macro redefinition

Linking has failed

LINK warning LNK4224 /INCREMENTAL:YES is no long supported; ignored
LINK: fatal error LNK1104: cannot open file 'Files.obj'

Or maybe I need the SDK from instalation Guide? It is ok if i install this SDK if i have some?

Subject: Re: Execute problems with Ultimate++
Posted by [mirek](#) on Sat, 20 Jun 2015 04:52:59 GMT
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Modry_Oblak wrote on Fri, 19 June 2015 13:11

Or maybe I need the SDK from instalation Guide? It is ok if i install this SDK if i have some?

Well, this is definitely recommended path if you have other problems with setup... You can have more SDKs installed; the advantage of one suggested is that it comes with C++ compiler (later SDKs do not).

Mirek
