Subject: Change name of project
Posted by nlneilson on Tue, 03 May 2016 10:02:02 GMT
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An app I have been working on I wanted the name changed from NefbG2 to Control.

In theide I tried project rename project   error: Renaming package folder has failed.

I copied that project directory and renamed it to Control.
Inside that directory I renamed the .cpp and .upp files

After cleaning, rebuilding, etc. then trying to compile I get this error:

(): LINK : fatal error LNK1181: cannot open input file
'C:\upp-mingw-9701\upp\out\MyApps\Control\MSC15.Gui.Main.Mt\ NefbG2.obj'

How can I rename the project and get it to compile and run.

Neil

Subject: Re: Change name of project
Posted by Lance on Tue, 03 May 2016 21:05:18 GMT
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I've done that before, but cannot remember the exact steps, so I did a test with a sample project.

Here is what you need to do:

1. Create an empty project Control in theide;
2. Delete exisint *.h, *.cpp in the Control directory, copy the *.cpp, *.h in your original NefbG2 folders to the Control folder, rename the files if so desired. Make sure you leave the Control.upp file untouched, and make sure you don't copy NefbG2.upp to the Contorl folder;
3. Back to theide, with Control as your current project, focus on the left bottom part of theide which lists all files in the current project. Remove the existing ones (Maybe Control.cpp, Control.h) and mouse right click in the region, in the popup menu, choose the very first one, "Insert package directory/file(s)", add the cpp's and h's that originally belongs to NefbG2.

Now you should be ready to go.

Subject: Re: Change name of project
Posted by Lance on Tue, 03 May 2016 21:12:23 GMT
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Since yours is a main package, when creating the empty project, please choose basic CtrLib as project type so that CtrlLib and related packages will be automatically added to the Control program.

Or there is an alternative way, which probably is easier in your current situation. Open your current Control project, remove its existing files (from the file listing without actually deleting them), and then right click the file listing region and select "Insert package directory/file(s)" to add the renamed *.h and *.cpp, *.lay, etc files. After that, select Control.h and Control.cpp, make sure they are not empty but with your original NefbG2.h NefbG2.cpp content.