

## U++ - Feature #156

### Add clr support

11/06/2011 08:39 AM - Miroslav Fidler

<b>Status:</b>	Approved	<b>Start date:</b>	11/06/2011
<b>Priority:</b>	High	<b>Due date:</b>	
<b>Assignee:</b>	Miroslav Fidler	<b>% Done:</b>	100%
<b>Category:</b>	IDE	<b>Estimated time:</b>	0.00 hour
<b>Target version:</b>		<b>Spent time:</b>	0.00 hour
<b>Description</b>			
Using 'CLR' flag (which would in turn activate 'USEMALLOC').			
The only problem seems to be exception handling, but MS says /clr can handle C++ exception			
<a href="http://msdn.microsoft.com/en-us/library/633chdda%28v=vs.80%29.aspx">http://msdn.microsoft.com/en-us/library/633chdda%28v=vs.80%29.aspx</a>			
so in the end, it is mostly about testing..			
Optional: Add syntax highlighting for Managed C++.			

### History

#### #1 - 11/06/2011 08:39 AM - Miroslav Fidler

- Priority changed from Normal to High

#### #2 - 11/06/2011 10:05 AM - Sender Ghost

The only problem seems to be exception handling, but MS says /clr can handle C++ exception

Yes, it is possible to use [-EHa](#) (enable C++ EH (w/ SEH exceptions)) compiler option.

The question:

*Where to add -clr compiler option?*

After adding it for C++ extension files, not all U++ packages compiles.

Also, -clr has sub-options, such as **pure**, **safe**, **oldSyntax**, **initialAppDomain**, **noAssembly**. Therefore, I think, this is package related only, configured by developer.

#### #3 - 11/06/2011 10:54 AM - Sender Ghost

- File *uppsrc\_part1.diff* added

- Category set to IDE

- Status changed from New to In Progress

- % Done changed from 0 to 50

Ok, here is first part of the patch for using **CLR** build option.

Tested for console and GUI U++ applications combined with managed C++ source code (invoking **MessageBox::Show** from

**System.Windows.Forms.dll** along with **PromptOK**, for the GUI).

#### #4 - 11/06/2011 12:19 PM - Sender Ghost

- File *uppsrc\_part2.diff* added

- Status changed from In Progress to Patch ready

- Assignee set to Miroslav Fidler
- % Done changed from 50 to 100

Here is second part of the patch related for [syntax highlighting](#).  
Not sure about [for each](#) statement.

**#5 - 11/06/2011 01:45 PM - Miroslav Fidler**

- Status changed from Patch ready to Ready for QA
- Assignee changed from Miroslav Fidler to Sender Ghost

Applied, but I moved USEMALLOC thing from builder to Core - please check.

**#6 - 11/06/2011 02:53 PM - Sender Ghost**

- Status changed from Ready for QA to Approved
- Assignee changed from Sender Ghost to Miroslav Fidler

It works. Thanks.

Other thing is default **SSE2** build flag for new packages, which incompatible for **-clr** compiler option:  
cl : Command line error D8016 : '/arch:SSE2' and '/clr' command-line options are incompatible

Fortunately, it can be disabled.

**#7 - 11/06/2011 03:08 PM - Sender Ghost**

- File uppsrc\_part3.diff added
- Status changed from Approved to Patch ready

Or fix it like this.

**#8 - 11/06/2011 03:17 PM - Sender Ghost**

But maybe this is fixed for newer MSC versions like [Visual Studio 2010](#).  
It was related for MSC9.

**#9 - 11/06/2011 03:50 PM - Miroslav Fidler**

- Status changed from Patch ready to Approved

**Files**

uppsrc_part1.diff	1.18 KB	11/06/2011	Sender Ghost
uppsrc_part2.diff	959 Bytes	11/06/2011	Sender Ghost
uppsrc_part3.diff	856 Bytes	11/06/2011	Sender Ghost