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Subject: Re: Windows XP64

Posted by [arturbac](#) on Thu, 10 May 2007 08:19:54 GMT

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1)

There is a lot wrong size casts

```
C:\upp\uppsrc\Core/String.h(625) : warning C4244: 'argument' : conversion from '__int64' to 'int', possible loss of data
```

```
C:\upp\uppsrc\CtrlLib\LineEdit.cpp(231) : warning C4244: 'argument' : conversion from '__int64' to 'int', possible loss of data
```

```
C:\upp\uppsrc\CtrlLib\DocEdit.cpp(58) : warning C4244: 'argument' : conversion from '__int64' to 'const int', possible loss of data
```

but i can handle this

2) I had to correct many things in Core like assembler inlines

but i started from this

```
#ifdef PLATFORM_WIN32
#define DIR_SEP '\\'
#define DIR_SEPS "\\\"
#define PLATFORM_PATH_HAS_CASE 0
#endif PLATFORM_WINCE
#include <io.h>
#endif
#ifdef PLATFORM_MFC // just mini Windows headers
#ifdef COMPILER_MSC
#ifdef CPU_ARM
#ifdef _AMD64_
#ifdef _X86_
#define _X86_
#endif
#endif
#endif
#endif
#endif
```

I have inserted here

```
#ifndef _AMD64_ before #define _X86_ and i added -D _AMD64_ to compilation flags
```

At the end of succesfull compilattion

Linking...

```
C:\upp\out\MapMaker\MSC8x64.Debug_full.Gui.Main\$.blitz.obj : fatal error LNK1112: module machine type 'x64' conflicts with target machine type 'X86'
```

There were errors. (0:23.85)

Is You can see earlier file i supplied in configuration, paths to x64 linker and compiller

I think there is lack of support for x64 in msvcbuilder.cpp

and IDE tries to link for x86 with x64 linker or something

Any suggestions how i can build for WIN64 with AMD64

PS. You dont have to have x64 windows to build for it, just download PlatformSdk and use x86\_64 croostools

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