Subject: Project files for MS Visual Studio
Posted by Novo on Tue, 06 Mar 2007 05:47:16 GMT
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I've made project files for MS Visual Studio and tried to compile them. Unfortunately I couldn't compile many projects including Core because of various problems. See below.

d:\home\sergey\cpp\code\GUI\upp\2007.1rc2\uppsrc\ide\VectorD es\IdeVectorDes.h(4) : fatal error C1083: Cannot open include file: 'VectorDes/VectorDes.h': No such file or directory

Para.cpp(1) : fatal error C1083: Cannot open include file: 'NText.h': No such file or directory

Locale.cpp(4) : error C2143: syntax error : missing ';' before '<'

Last message seems to happen because Locale.cpp doesn't belong to the UPP namespace.

Is that a problem with UPP, or it is my fault?

I'm using 2007.1rc2.

Thanks.

P.S. There are newer versions of project files below.

File Attachments
1) upp_ws_vc71.tar.gz, downloaded 789 times

Subject: Re: Project files for MS Visual Studio
Posted by Novo on Tue, 06 Mar 2007 19:12:54 GMT
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BTW. I'm reporting bugs.

For example, there is no such file as VectorDes.h

Subject: Re: Project files for MS Visual Studio
Posted by Novo on Wed, 07 Mar 2007 05:13:27 GMT
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I've removed projects that are under development and fixed others.

There is one problem left in project Ole_Ctrl:

util.cpp(466) : error C2664: 'LoadTypeLib' : cannot convert parameter 1 from 'Upp::WString' to

'const OLECHAR *'
No user-defined-conversion operator available that can perform this conversion, or the operator cannot be called

I've also put "using namespace UPP;" into OleCtrl.h in order to be able to compile it.

A result is attached.

I can prepare project files for the whole UPP if somebody needs them. I can also build project files for vc8, bds4, cc, em3 and ghs

File Attachments

1) upp_ws_vc71.tar.gz , downloaded 626 times

Subject: Re: Project files for MS Visual Studio
Posted by mirek on Thu, 08 Mar 2007 12:53:53 GMT
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Sounds good. Do you think it is a good idea to publish those as sf.net downloads? Do you want file release priviledges?

Mirek

Subject: Re: Project files for MS Visual Studio
Posted by Novo on Sat, 10 Mar 2007 17:47:41 GMT
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I think it is a good idea to support multiple development environments. Publishing of project files for msvc and other IDE would attract people to UPP.

Release privileges at sf.net would speed up the process.
But I steel need a few day to prepare first version.

Thanks.

Subject: Re: Project files for MS Visual Studio
Posted by Novo on Thu, 15 Mar 2007 04:08:57 GMT
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First release-candidate for vc71

190 projects.

Everything compiles ...

Have fun.

File Attachments

1) upp_ws_vc71.tar.gz, downloaded 647 times

Subject: Re: Project files for MS Visual Studio
Posted by Novo on Fri, 16 Mar 2007 04:36:54 GMT
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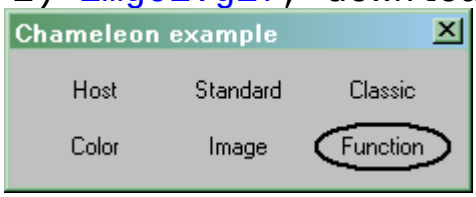
When I run applications compiled using my vc project files I'm getting Look&Feel like on the attached image. Actually, everything is flattened. When I push the "Host" button everything returns to normal.

I'm definitely miss something ...
Could somebody explain to me what exactly I'm missing?

Thank you.

File Attachments

1) img01.gif, downloaded 910 times



Subject: Re: Project files for MS Visual Studio
Posted by mirek on Sun, 18 Mar 2007 10:51:00 GMT
View Forum Message <> Reply to Message

Novo wrote on Fri, 16 March 2007 00:36When I run applications compiled using my vc project files I'm getting Look&Feel like on the attached image. Actually, everything is flattened. When I push the "Host" button everything returns to normal.

I'm definitely miss something ...
Could somebody explain to me what exactly I'm missing?

Thank you.

I think .icpp is the cause. Frankly, not quite sure how to resolve this problem in Visual Studio.

Mirek

Subject: Re: Project files for MS Visual Studio
Posted by Novo on Sun, 18 Mar 2007 17:47:53 GMT
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luzr wrote on Sun, 18 March 2007 06:51
I think .icpp is the cause. Frankly, not quite sure how to resolve this problem in Visual Studio.

Mirek

Thanks. I'll try to find a solution ...

Subject: Re: Project files for MS Visual Studio
Posted by okigan on Tue, 20 Mar 2007 04:13:24 GMT
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To get the .icpp files linked into target project see workspace I posted here:
http://www.ultimatepp.org/forum/index.php?t=msg&&th= 1986&goto=8099#msg_8099

-Igor

Subject: Re: Project files for MS Visual Studio
Posted by bitsun on Wed, 04 Apr 2007 11:53:23 GMT
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the files are corrupted,i can not open them with zip.
Could you please check it out.

Subject: Re: Project files for MS Visual Studio
Posted by Novo on Thu, 05 Apr 2007 03:01:07 GMT
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bitsun wrote on Wed, 04 April 2007 07:53the files are corrupted,i can not open them with zip.
Could you please check it out.
Checked. Archive is okay. It is packed with tar+gzip, but just zip.

Subject: Re: Project files for MS Visual Studio
Posted by Novo on Thu, 05 Apr 2007 04:25:25 GMT
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For your convenience I uploaded solutions to build 33 main projects with vc71 and vc8 compressed with zip.

File Attachments
1) upp_ws_vc71.zip, downloaded 538 times
2) upp_ws_vc8.zip, downloaded 577 times

Subject: Re: Project files for MS Visual Studio
Posted by mirek on Sat, 07 Apr 2007 18:44:35 GMT
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So, what is the status? Do you think you will maintain this as another "port"? (For major releases only).

Mirek

Subject: Re: Project files for MS Visual Studio
Posted by ebojd on Sun, 08 Apr 2007 16:22:28 GMT
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Novo wrote on Wed, 04 April 2007 23:25For your convenience I uploaded solutions to build 33 main projects with vc71 and vc8 archived with zip.

This got me to thinking... Do you think you could write a MSVC project generator similar to how *NIX Makefiles are generated?

EBo --

Subject: Re: Project files for MS Visual Studio
Posted by Novo on Wed, 11 Apr 2007 02:51:27 GMT
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luzr wrote on Sat, 07 April 2007 14:44So, what is the status? Do you think you will maintain this as another "port"? (For major releases only).

Mirek

There is still no handling for icpp files.
Actually, I can fix these project files manually. (I would limit myself with 33 main project files.)

About the maintenance of a "port".

I cannot promise that I will do this forever, but because everything (project files) is generated automatically, everybody can do that when I'm gone.

I'll prepare new project files, probably, next weekend.

Subject: Re: Project files for MS Visual Studio
Posted by Novo on Wed, 11 Apr 2007 03:17:19 GMT
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ebojd wrote on Sun, 08 April 2007 12:22Novo wrote on Wed, 04 April 2007 23:25For your convenience I uploaded solutions to build 33 main projects with vc71 and vc8 archived with zip.

This got me to thinking... Do you think you could write a MSVC project generator similar to how *NIX Makefiles are generated?

EBo --

It is a tricky question. I can write a MSVC project generator. I even wanted once. But I do not want to do this the way TheIDE does.

The makefile generator from TheIDE is hard to extend and support.

I'm using MPC because I like very much ideas it is based on.

Domain-specific language + template engine. That is it.

The only drawback of MPC is perl.

If you need a makefile generator in stile of TheIDE you can take a look at CMake (http://www.cmake.org/HTML/Index.html).

Subject: Re: Project files for MS Visual Studio
Posted by ebojd on Wed, 11 Apr 2007 11:50:06 GMT
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If I recall correctly, CMake is not a makefile generator, but a build system in itself. As I understand it, the makefile generator generates Makefiles from the .upp project description. It still depends on the system installed build facilities. So, I think of this as basically an export the build directives to ***

EBo --

Subject: Re: Project files for MS Visual Studio

Posted by okigan on Fri, 13 Apr 2007 00:49:34 GMT
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>There is still no handling for icpp files.
Just ignoring above post ? Not even a reason ?

>> To get the .icpp files linked into target project see
>> workspace I posted here:
>> http://www.ultimatepp.org/forum/index.php?t=msg&&th= 1986&goto=8099#msg_8099

Subject: Re: Project files for MS Visual Studio
Posted by Novo on Wed, 25 Apr 2007 03:58:39 GMT
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okigan wrote on Thu, 12 April 2007 20:49>There is still no handling for icpp files.
Just ignoring above post ? Not even a reason ?

>> To get the .icpp files linked into target project see
>> workspace I posted here:
>> http://www.ultimatepp.org/forum/index.php?t=msg&&th= 1986&goto=8099#msg_8099

Sorry for the delay with the answer.
I've tried your approach. For some reason it doesn't work for me. You set "C/C++ Compiler Tool" as a tool for an icpp file. I couldn't find where you link against a compiled file.

I even went further. I explicitly link against an object file (check Debug configuration in vc71 project file attached below). That doesn't help either.

Somewhat improved project files are attached below.

File Attachments
1) upp_ws_vc71.zip, downloaded 522 times
2) upp_ws_vc8.zip, downloaded 553 times

Subject: Re: Project files for MS Visual Studio
Posted by Novo on Wed, 25 Apr 2007 04:10:11 GMT
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ebojd wrote on Wed, 11 April 2007 07:50If I recall correctly, CMake is not a makefile generator, but a build system in itself. As I understand it, the makefile generator generates Makefiles from the .upp project description. It still depends on the system installed build facilities. So, I think of this as basically an export the build directives to ***

EBo --

Sorry for a long disappearance.

http://www.cmake.org/HTML/Features.html

"Generates native build files (e.g., makefiles on Unix; workspaces/projects on MS Visual C++). Therefore standard tools can be used on any platform/compiler configuration."

As I recall, project file generator in CMake is hardcoded into the code. It is just a bunch of print statements. So, you cannot fix anything without changing the code. That seems to be a bad idea (at least to me).

Subject: Re: Project files for MS Visual Studio
Posted by okigan on Tue, 01 May 2007 14:56:58 GMT
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>i've tried your approach. For some reason it doesn't work for me.
>You set "C/C++ Compiler Tool" as a tool for an icpp file. I
>couldn't find where you link against a compiled file

You need to put it as library input for the output project (the one that produces *.exe)

-Igor

Subject: Re: Project files for MS Visual Studio
Posted by dskips on Sat, 30 Jun 2007 03:23:02 GMT
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Hi I tried using your VC8 project files to build upp. Most projects built fine but the following fail:

MySql
c:\upp\uppsrc\mysql\MySql.h(12) : fatal error C1083: Cannot open include file: 'MySql.h': No such file or directory

Geom_Coords
c:\upp\uppsrc\geom\coords\GeomCoords.h(5) : fatal error C1083: Cannot open include file: 'TCore/TCore.h': No such file or directory

SqlCommander
c:\upp\uppsrc\geom\coords\GeomCoords.h(5) : fatal error C1083: Cannot open include file: 'TCore/TCore.h': No such file or directory

I dont seem to have a C:\upp\uppsrc\Tcore directory, should I?
I'm not going to be using any SQL stuff in the forseeable future so I can omit those projects from

compilation. Can I omit GeomCoords?

Any ideas? This toolkit looks really cool and I'd like to try it but at the moment it doesn't look promising.

Subject: Re: Project files for MS Visual Studio
Posted by mirek on Sat, 30 Jun 2007 09:08:07 GMT
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dskips wrote on Fri, 29 June 2007 23:23Hi I tried using your VC8 project files to build upp. Most projects

What exactly do you mean by "projects"?

Quote:
built fine but the following fail:

MySql
c:\upp\uppsrc\mysql\MySql.h(12) : fatal error C1083: Cannot open include file: 'MySql.h': No such file or directory

Missing MYSQL library or wrong path to it...

Quote:
Geom_Coords
c:\upp\uppsrc\geom\coords\GeomCoords.h(5) : fatal error C1083: Cannot open include file: 'TCore/TCore.h': No such file or directory

SqlCommander
c:\upp\uppsrc\geom\coords\GeomCoords.h(5) : fatal error C1083: Cannot open include file: 'TCore/TCore.h': No such file or directory

I dont seem to have a C:\upp\uppsrc\Tcore directory, should I?
I'm not going to be using any SQL stuff in the forseeable future so I can omit those projects from compilation. Can I omit GeomCoords?

Well, these are most likely bugs in U++, however, mostly irrelevant - you are trying to build sources here that got to the release by mistake ('release' is sort of selection of packages from larger codebase).

Subject: Re: Project files for MS Visual Studio
Posted by mirek on Sat, 30 Jun 2007 09:11:21 GMT
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OK, one question (I have not followed this thread in detail recently...):

Is the .icpp problem resolved to the degree that "MSVC version" would become a part of regular U++ releases? (Downloadable on sf.net)?

Would providing some sort of separate .lay, .iml files editor and .tpp directory editors sense? (In fact, all we need here is just modified theide startup sequence so that it directly edits the file...).

Subject: Re: Project files for MS Visual Studio
Posted by dskips on Sun, 01 Jul 2007 00:49:29 GMT
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Novo provided a VC8 solution file and 29 project files. Each project is a part of the source the projects are Core, Crypto, CtrlCore, CtrlLib, Draw etc...

Ok, I can do with SQL so i'll leave that out of the compilation but do I need geom_coords? The files are GeomCoords.h method.h coords.cpp ellipsiod.cpp method.cpp and util.cpp.
If I do need these how can I go about fixing the release?

Subject: Re: Project files for MS Visual Studio
Posted by mirek on Sun, 01 Jul 2007 07:49:39 GMT
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You do not need GeomCoords for compiling TheIDE or any of examples.

Subject: Re: Project files for MS Visual Studio
Posted by Novo on Mon, 02 Jul 2007 19:15:27 GMT
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luzr wrote on Sat, 30 June 2007 05:11OK, one question (I have not followed this thread in detail recently...):

Is the .icpp problem resolved to the degree that "MSVC version" would become a part of regular U++ releases? (Downloadable on sf.net)?

Not yet
I got the idea how to do that but haven't had enough time ...

Quote:
Would providing some sort of separate .lay, .iml files editor and .tpp directory editors sense? (In fact, all we need here is just modified theide startup sequence so that it directly edits the file...).

Could you please explain that in more details? I couldn't follow you.

Subject: Re: Project files for MS Visual Studio
Posted by mirek on Mon, 02 Jul 2007 20:06:52 GMT
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Quote:
Quote:
Would providing some sort of separate .lay, .iml files editor and .tpp directory editors sense? (In fact, all we need here is just modified theide startup sequence so that it directly edits the file...).

Could you please explain that in more details? I couldn't follow you.

Without TheIDE that recognizes .lay and .iml files, you will need some way to edit them...

Subject: Re: Project files for MS Visual Studio
Posted by okigan on Wed, 04 Jul 2007 01:13:10 GMT
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Why not associate theIDE with .lay and other files so double
click in VS would start up as the editor?

linking against .obj file corresponding to *.iccp would be
acceptable solution since it does not rely on specific VC++
extensions.

-Igor

Subject: Re: Project files for MS Visual Studio
Posted by mirek on Wed, 04 Jul 2007 05:34:20 GMT
View Forum Message <> Reply to Message

okigan wrote on Tue, 03 July 2007 21:13Why not associate theIDE with .lay and other files so double
click in VS would start up as the editor?

Well, this is what I was suggesting, was not I

Quote:
linking against .obj file corresponding to *.iccp would be
acceptable solution since it does not rely on specific VC++
extensions.

I do not get this. What extensions?

Mirek

Subject: Re: Project files for MS Visual Studio
Posted by okigan on Thu, 05 Jul 2007 21:14:24 GMT
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luzr wrote on Wed, 04 July 2007 01:34okigan wrote on Tue, 03 July 2007 21:13Why not associate
theIDE with .lay and other files so double
click in VS would start up as the editor?

Well, this is what I was suggesting, was not I

yes, you were. Just reafirming the point.
luzr wrote on Wed, 04 July 2007 01:34
Quote:
linking against .obj file corresponding to *.iccp would be
acceptable solution since it does not rely on specific VC++
extensions.

I do not get this. What extensions?

Mirek

If *.iccp file compiled into the library (as a regular cpp) the
linker will drop the object code from them since they are not
referenced inside the library itself.

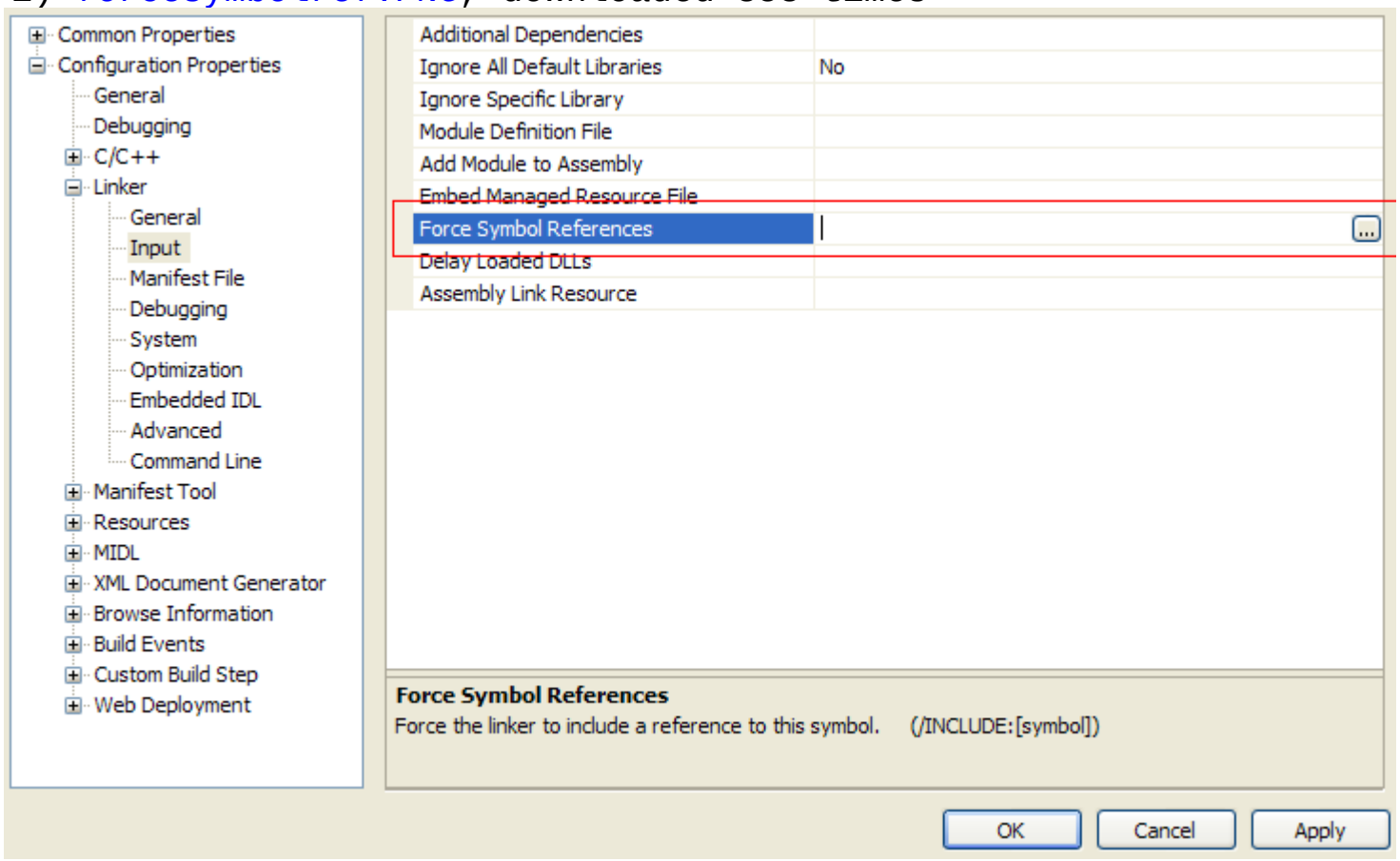
theIDE has a work around for this, but to make it work with
other IDE's one would have to use non-standard extensions to
force the linker to reference the code in iccp file. Snapshot
for VS2005 attached. (Is it not?)

Another approach is to link with *.obj files corresponding to
*.iccp with the target executable....

-Igor

File Attachments

1) forcesymbolref.PNG, downloaded 858 times



Subject: Re: Project files for MS Visual Studio
Posted by mirek on Mon, 09 Jul 2007 07:26:01 GMT
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My point was: what makes these extensions non-standard?

Subject: Re: Project files for MS Visual Studio
Posted by Novo on Tue, 10 Jul 2007 04:15:37 GMT
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okigan wrote on Thu, 05 July 2007 17:14If *.iccp file compiled into the library (as a regular cpp) the

linker will drop the object code from them since they are not referenced inside the library itself.

theIDE has a work around for this, but to make it work with other IDE's one would have to use non-standard extensions to force the linker to reference the code in iccp file. Snapshot for VS2005 attached. (Is it not?)

Another approach is to link with *.obj files corresponding to *.iccp with the target executable....

-Igor

I've played with "Force Symbol References" in VS 7.1. I've set it to ?CtrlSetDefaultSkin@Upp@@YAXP6AXXZ0>@Z . No luck at all. Got the same flat gray interface.

I don't think many people will want to link their applications against Core_init.obj, CtrlCore.obj, CtrlLib.obj, Oracle_init.obj, e.t.c in addition to appropriate static libraries.

IMHO it is just a bad idea to use special linking rules instead of explicitly referencing symbols in icpp files. It is just a bad practice. Trying to solve that problem is just waste of time.

Ultimate++ is either usable with Visual Studio or not. At this particular moment it is not usable. (Of course, you can explicitly call SetSkin(ChHostSkin) in your application as I did.)

Subject: Re: Project files for MS Visual Studio
Posted by Novo on Tue, 10 Jul 2007 04:22:37 GMT
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luzr wrote on Mon, 02 July 2007 16:06
Without TheIDE that recognizes .lay and .iml files, you will need some way to edit them...

.lay - vim;
.iml - GIMP + some kind of conversion tool;

Subject: Re: Project files for MS Visual Studio
Posted by okigan on Fri, 13 Jul 2007 22:22:11 GMT
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Novo wrote on Tue, 10 July 2007 00:15
I've played with "Force Symbol References" in VS 7.1. I've set it to ?CtrlSetDefaultSkin@Upp@@YAXP6AXXZ0@Z . No luck at all. Got the same flat gray interface.

Yeah... i did not feel those are easy to get working.

Novo wrote on Tue, 10 July 2007 00:15
I don't think many people will want to link their applications against Core_init.obj, CtrlCore.obj, CtrlLib.obj, Oracle_init.obj, e.t.c in addition to appropriate static libraries.

Agree, it's a pain and strange. Though works consistently.

Novo wrote on Tue, 10 July 2007 00:15
IMHO it is just a bad idea to use special linking rules instead of explicitly referencing symbols in icpp files. It is just a bad practice. Trying to solve that problem is just waste of time.

How about adding #pramga lib to bring in thouse *.obj files?

Novo wrote on Tue, 10 July 2007 00:15
Ultimate++ is either usable with Visual Studio or not. At this particular moment it is not usable. (Of course, you can explicitly call SetSkin(ChHostSkin) in your application as I did.)

Or how about modifying a macro (e.x. GUI_APP_MAIN) to reference thouse functions? And yes upp is not yet usable in VS.

-Igor

Subject: Re: Project files for MS Visual Studio
Posted by mirek on Sun, 15 Jul 2007 09:00:35 GMT
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okigan wrote on Fri, 13 July 2007 18:22
Or how about modifying a macro (e.x. GUI_APP_MAIN) to reference thouse functions? And yes upp is not yet usable in VS.

-Igor

The real point about .icpp is that it "registers" packages that are in the project. E.g. if you add some image codec (like plugin/png), .icpp is used to register it to the global codec map.

Obviously, the set of .icpp is variable and depends on what packages are used...

The one possible solution would be to add init routines solely for use with MSVC. Of course, it is inferior solution.