

# Re: Problems compiling in Platform directory; in Public it works

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*Source:*

<http://www.tech-archive.net/Archive/WindowsCE/microsoft.public.windowsce.embedded/2006-08/msg00153.html>

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- *From:* lagu2653 <[lagu2653@xxxxxxxxxxxxxxxxxxxxxxxxxxxxxx](mailto:lagu2653@xxxxxxxxxxxxxxxxxxxxxxxxxxxxxx)>
  - *Date:* Fri, 11 Aug 2006 00:07:02 -0700
- 

I still get compiling errors. Are there any guides to show how to compile in the PLATFORM directory so I don't ever have to compile in the PUBLIC directory again if I repair my Platform Builder installation?

This is the compiler output:

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```
C:\WINCE500\PLATFORM\CCPXS_IXC1100\ASP>build
Build for Windows CE (Release) (Built on Apr 22 2004 10:38:01)
File names: Build.log Build.wrn Build.err Build.dat
BUILD: [Thrd:Sequence:Type ] Message
BUILD: [00:000000000:PROGC ] Checking for
\WINCE500\sdk\bin\i386\srccheck.exe.
BUILD: [00:000000001:PROGC ] SrcCheck exit code: 0 (dec).
BUILD: [00:000000002:PROGC ] Compile and Link for x86.
BUILD: [00:000000003:PROGC ] Computing include file dependencies:
BUILD: [00:000000004:PROGC ] Checking for SDK include directory:
C:\WINCE500\sd
k\ce\inc.
BUILD: [00:000000005:PROGC ] Scan \WINCE500\PLATFORM\CCPXS_IXC1100\ASP\
BUILD: [00:000000006:WARNN ] \WINCE500\PLATFORM\CCPXS_IXC1100\ASP\ : Missing
sou
rce file: admin_i.c.
BUILD: [00:000000014:PROGC ] Saving
C:\WINCE500\PLATFORM\CCPXS_IXC1100\Build.da
t.
BUILD: [00:000000016:PROGC ] Total of 1 pass zero files to compile in 1
directo
ries.
BUILD: [00:000000017:PROGC ] Building generated files in
\WINCE500\PLATFORM\CCP
XS_IXC1100\ASP\
BUILD: [01:000000024:PROGC ] Midl Compiling .\admin.idl
BUILD: [01:000000026:ERRORE] midl : command line error MIDL1012 : argument
ille
gal for switch / O
BUILD: [01:000000027:ERRORE] midl : command line error MIDL1012 : argument
ille
```

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```
gal for switch / O
BUILD: [00:0000000029:PROGC ] Files Warnings
Erro
rs
BUILD: [00:0000000030:PROGC ] Midl 1 0
2
BUILD: [00:0000000031:PROGC ] Resource 0 0
0
BUILD: [00:0000000032:PROGC ] Message 0 0
0
BUILD: [00:0000000033:PROGC ] Precomp Header 0 0
0
BUILD: [00:0000000034:PROGC ] C/Cpp/Cxx 0 0
0
BUILD: [00:0000000035:PROGC ] Assembler 0 0
0
BUILD: [00:0000000036:PROGC ] Static Libraries 0 0
0
BUILD: [00:0000000037:PROGC ] Dll's 0 0
0
BUILD: [00:0000000038:PROGC ] Exe's 0 0
0
BUILD: [00:0000000039:PROGC ] Resx 0 0
0
BUILD: [00:0000000040:PROGC ] Csharp Targets 0 0
0
BUILD: [00:0000000041:PROGC ] Other 0 0
1
BUILD: [00:0000000042:PROGC ]
BUILD: [00:0000000043:PROGC ] Total 1 0
3
BUILD: [00:0000000044:PROGC ]
BUILD: [00:0000000045:PROGC ] 0 Warnings, 3 Errors
```

```
C:\WINCE500\PLATFORM\CCPXS_IXC1100\ASP>
```

---

/Lars

"Erwin Zwart" wrote:

I haven't altered it. It worked for a while in the  
"C:\WINCE500\PLATFORM\CCPXS\_IXC1100\ASP"-directory.

I never said you altered anything

Do you installed all QFE's? What's QFE's? I have the packages for the

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these are updates for windows ce platform builder and are located at:

<http://www.microsoft.com/downloads/results.aspx?DisplayLang=en&nr=20&freetext=QFE+5.0&sortCriteria=>

you need to download and install all QFE's for all installed processors

about the sources file:

```
RELEASETYPE=OAK
```

change it to RELEASETYPE=PLATFORM

add

```
INCLUDES=$( _PUBLICROOT)\SERVERS\SDK\INC;$( _PUBLICROOT)\IE\SDK\INC
```

and you'll should be fine

Hope this helps,

Erwin Zwart

"lagu2653" <lagu2653@xxxxxxxxxxxxxxxxxxxxxxxxxxxx> wrote in message  
[news:5CE5976B-6A6B-47C2-8585-0F7A97B2DC72@xxxxxxxxxxxxxxxxxxxx](mailto:news:5CE5976B-6A6B-47C2-8585-0F7A97B2DC72@xxxxxxxxxxxxxxxxxxxx)

I havn't altered it. It worked for a while in the  
"C:\WINCE500\PLATFORM\CCPXS\_IXC1100\ASP"-directory.

Do you installed all QFE's? What's QFE's? I have the packages for the  
emulator and my WinCE device ArmV4i.

What are your (build)steps? Open release directory, goto

"C:\WINCE500\PLATFORM\CCPXS\_IXC1100\ASP", build, then I get the  
errors.

Here's my sources file:

```
!if 0
```

```
Copyright (c) Microsoft Corporation. All rights reserved.
```

```
!endif
```

```
!if 0
```

```
Use of this source code is subject to the terms of the Microsoft end-user  
license agreement (EULA) under which you licensed this SOFTWARE  
PRODUCT.
```

```
If you did not accept the terms of the EULA, you are not authorized to use  
this source code. For a copy of the EULA, please see the LICENSE.RTF on  
your  
install media.
```

```
!endif
```

```
TARGETNAME=Httpdmasp
```

```
TARGETTYPE=DYNLINK
```

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```
RELEASETYPE=OAK
RCADDNULL=1

WINCEATL30=1

GLOBAL_RESBASE=Httpdmasp

CDEFINES=$(CDEFINES) -D_ATL_NO_SECURITY
MIDL_FLAGS=$(MIDL_FLAGS)
-D_MIDL_USER_MARSHAL_DISABLED=1

# one huge PDB file for all of Httpdmasp
TARGET_PDB_NAME=$(_RELEASELIBDIR)\$(TARGETNAME).pdb

# Copy DEF file
TARGETDEFNAME=$(TARGETNAME)
DEFFILE=$(TARGETNAME).def
WINCETARGETFILE0=$(_RELEASELIBDIR)\$(TARGETDEFNAME).def

PRECOMPILED_OBJ=obj\$(CPUINDPATH)\Httpdmasp.obj

# Copy RES file
COPYRES=1
WINCETARGETFILES=$(_RELEASELIBDIR)\$(TARGETNAME).res

SOURCES= \
admin.idl \
admin_dll.cpp \
StdAfx.cpp \
settings.cpp \
Vroots.cpp \
admin_i.c \
httpdmasp.rc

TARGETLIBS=\
$(PROJECTROOT)\cesysgen\sdk\lib\$(CPUINDPATH)\coredll.lib \
$(PROJECTROOT)\cesysgen\sdk\lib\$(CPUINDPATH)\ole32.lib \
$(PROJECTROOT)\cesysgen\sdk\lib\$(CPUINDPATH)\oleaut32.lib \
$(PROJECTROOT)\cesysgen\sdk\lib\$(CPUINDPATH)\uuid.lib \
$(PROJECTROOT)\cesysgen\sdk\lib\$(CPUINDPATH)\ceosutil.lib \
#xref VIGUID {0cf0fceb-6815-45bb-9360-f3d9b1b8a9b2}
#xref VSGUID {5e5194ca-ed04-434c-ae8e-16205c90e1b5}
```

"Erwin Zwart" wrote:

Hi,

Re: Problems compiling in Platform directory; in Public it works

i assume that you are trying to clone the ASP httpadmasp.dll  
code located  
in  
\$(\_WINCEROOT)\PUBLIC\SERVERS\SDK\SAMPLES\HTTP\ASP  
?

I did the same and it worked.  
Modify the RELEASETTYPE, the paths for your targetlibs  
and add the  
INCLUDES  
macro.  
I buildied this from the command line and from a sysgen.

Do you installed all QFE's?  
What are your (build)steps?  
can you list your sources file?

Hope this helps,

Erwin Zwart

"lagu2653" <lagu2653@xxxxxxxxxxxxxxxxxxxxxxxxxxxx>  
wrote in message  
[news:16E32465-5EB6-47DD-A51B-B483E4A7C1C6@xxxxxxxxxxxxxxxxxxxx](mailto:news:16E32465-5EB6-47DD-A51B-B483E4A7C1C6@xxxxxxxxxxxxxxxxxxxx)

I always delete all Build.dat, Build.err,  
Build.log, Build.wrn files  
before  
compiling. After editing my files I can  
compile in the Public directory  
(I  
restore the default files afterwards), but  
when compiling in  
C:\WINCE500\PLATFORM\CCPXS\_IXC1100\ASP  
I get this error:

```
BUILD: [01:0000000034:ERRORE] midl :  
command line error MIDL1012 :  
argument  
illegal for switch / O  
BUILD: [01:0000000035:ERRORE] midl :  
command line error MIDL1012 :  
argument  
illegal for switch / O
```

How do I make it compile in  
C:\WINCE500\PLATFORM\CCPXS\_IXC1100\ASP  
?

This is the full output:

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```
C:\WINCE500\PLATFORM\CCPXS_IXC1100\ASP>build
Build for Windows CE (Release) (Built on
Apr 22 2004 10:38:01)
File names: Build.log Build.wrn Build.err
Build.dat
BUILD: [Thrd:Sequence:Type ] Message
BUILD: [00:000000000:PROGC ]
Checking for
\WINCE500\sdk\bin\i386\srccheck.exe.
BUILD: [00:000000001:PROGC ]
SrcCheck exit code: 0 (dec).
BUILD: [00:000000002:PROGC ] Compile
and Link for x86.
BUILD: [00:000000003:PROGC ]
Computing include file dependencies:
BUILD: [00:000000004:PROGC ]
Checking for SDK include directory:
C:\WINCE500\sd
k\ce\inc.
BUILD: [00:000000005:PROGC ] Scan
\WINCE500\PLATFORM\CCPXS_IXC1100\ASP\
BUILD: [00:000000006:WARNS ] Macro:
__PROJROOT not found in
$(__PROJROOT)\oak\l
ib\$(__CPUDIR)\$(TARGETDEFNAME).def.
BUILD: [00:000000007:WARNS ] Macro:
__PROJROOT not found in
$(__PROJROOT)\oak\l
ib\$(__CPUDIR)\$(TARGETNAME).res.
BUILD: [00:000000008:WARNS ] Macro:
__PROJROOT not found in
$(__PROJROOT)\oak\t
arget\$(__CPUDIR).
BUILD: [00:000000009:WARNS ] Macro:
__PROJROOT not found in
$(__PROJROOT)\oak\l
ib\$(__CPUDIR).
BUILD: [00:000000010:WARNN ]
\WINCE500\PLATFORM\CCPXS_IXC1100\ASP\;
Missing
sou
rce file: admin_i.c.
BUILD: [00:000000011:WARNS ]
Directory:
C:\WINCE500\platform\Emulator\inc\
does
not exist.
BUILD: [00:000000019:PROGC ] Saving
C:\WINCE500\PLATFORM\CCPXS_IXC1100\Build.da
t.
BUILD: [00:000000021:PROGC ] Total of
```

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```
1 pass zero files to compile in
1
directo
ries.
BUILD: [00:0000000022:PROGC ]
Building generated files in
\WINCE500\PLATFORM\CCP
XS_IXC1100\ASP\
BUILD: [01:0000000032:PROGC ] Midl
Compiling .\admin.idl
BUILD: [01:0000000034:ERRORE] midl :
command line error MIDL1012 :
argument
ille
gal for switch / O
BUILD: [01:0000000035:ERRORE] midl :
command line error MIDL1012 :
argument
ille
gal for switch / O
BUILD: [00:0000000037:PROGC ] Files
Warnings
Erro
rs
BUILD: [00:0000000038:PROGC ] Midl 1 0
2
BUILD: [00:0000000039:PROGC ]
Resource 0 0
0
BUILD: [00:0000000040:PROGC ]
Message 0 0
0
BUILD: [00:0000000041:PROGC ]
Precomp Header 0 0
0
BUILD: [00:0000000042:PROGC ]
C/Cpp/Cxx 0 0
0
BUILD: [00:0000000043:PROGC ]
Assembler 0 0
0
BUILD: [00:0000000044:PROGC ] Static
Libraries 0 0
0
BUILD: [00:0000000045:PROGC ] Dil's 0 0
0
BUILD: [00:0000000046:PROGC ] Exe's 0
0
0
BUILD: [00:0000000047:PROGC ] Resx 0
0
```

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```
0
BUILD: [00:0000000048:PROGC ] Csharp
Targets 0 0
0
BUILD: [00:0000000049:PROGC ] Other 0
5
1
BUILD: [00:0000000050:PROGC ]
BUILD: [00:0000000051:PROGC ] Total 1
5
3
BUILD: [00:0000000052:PROGC ]
BUILD: [00:0000000053:PROGC ] 5
Warnings, 3 Errors
```

```
C:\WINCE500\PLATFORM\CCPXS_IXC1100\ASP>
```