

INTERNAL COMPILER ERROR C1001: msc1.cpp (line 1794) error at every std include file: stdio.h, windows.h, ansi_c.h ????

Source: http://coding.derkeiler.com/Archive/C_CPP/comp.lang.cpp/2003-10/1804.html

From: paul calvert (pcalvert_at_pei-idt.com)

Date: 10/10/03

Date: 10 Oct 2003 11:47:20 -0700

I hope somewhere here has encountered and solved a similar problem in the past.

1) on a new Win2000 PC:

installed Visual C++ 6.0
download & install single file Service Pack 5.0

2) try to build my gui and dll projects, whose project, workspace, source files all resided on network drive mapped to H. The H mapping, service packs, etc are all identical to a lab setup. The lab setup builds no problems (Debug target). Lab setup is on Win NT 4.00.1381. Build on Win2000 machine gave:

"INTERNAL COMPILER ERROR C1001: msc1.cpp (line 1794) error" at every std include file: stdio.h, windows.h, ansi_c.h, etc

Went to a 3rd Pc—another NT4.0 The INTERNAL COMPILER ERROR C1001: msc1.cpp (line 1794) error did not appear. Hmmm—is it a Win2000 problem?

3) ran Windows update on Win2000 machine: installed many patches (10 hrs worth) and the latest service pack 4.

4) after the OS updates, the gui then would build—just like the lab NT machine. (debug mode) The INTERNAL COMPILER ERROR C1001: msc1.cpp (line 1794) error disappeared. Pure magic.

5) started monkeying with project settings. By happen-stance, I changed from Debug to Release configuration. After which, the internal Compiler errors disappeared and then started getting linker errors on some 3rd party lib calls

7) I copied the debug settings to the release settings manually. This

INTERNAL COMPILER ERROR C1001: msc1.cpp (line 1794) error at every std include file: stdio.h, window

lang.c++: INTERNAL COMPILER ERROR C1001: msc1.cpp (line 1794) error at every std include file: stdio.h, windows.h, a

included:

under the link tab: change Input-> to ignore "libc". I don't know what/why this was even in debug settings, but without it I got errors.
under the link tab: change General-> cut/pasted the 3rd party libraries string from debug configuration
under the link tab: change General-> checked the 'Generate debug', 'Link incrementally', 'Generate mapfile' options

As best I can determine now the debug/release configuration options are the same. Rebuilt with release mode set to active: Seems to build OK now. NOTE: I have NO idea if the actual generated code actually runs yet because of required target hardware availability (Hope to find out soon). HOWEVER, even though the debug/release modes are now seemingly identical in options, the compiler still pukes out the "INTERNAL COMPILER ERROR C1001: msc1.cpp (line 1794) error" when the project set configuration is "Debug". What can I conclude?

1) there seems to be several OS related issues with Win2000 and Visual C++ 6.0 SP5. Perhaps someone else has already encountered/solved this problem??

2) these bugs may be tied to the project options and Debug/Release settings

3) the "INTERNAL COMPILER ERROR C1001: msc1.cpp (line 1794)" error is apparently a frequent occurrence which Microsoft claims to have fixed in the .net version. Note that Microsoft's bug tracking, points to several possible causes for the error--none of which applied in my situation. I found hundreds of website references of others having the same problem and they had varying degrees of luck in solving it. Unfortunately, most of these did not make any reference to the OS they were running. Several folks indicated they switched to .net or Borland because the problem couldn't be fixed and/or Microsoft refused to fix with a service pack. Note that I am not using or generating any pre-compiled headers-- the supposed usual cause of such an error.

4) I saw some references that indicated this type problem was eliminated on 7.0--but not from Microsoft. Their website only explicitly stated this for the .net version. Is this accurate?

This is exceedingly frustrating and I still have no idea about the real cause or a real solution to the problem. I have merely stumbled upon a hopefully functional work-around to the problem. I still want to try the build on a fresh NT machine and see if any problems are encountered at all.

If you have any light to shed... please.

Thanks,

INTERNAL COMPILER ERROR C1001: msc1.cpp (line 1794) error at every std include file: stdio.h2window

lang.c++: INTERNAL COMPILER ERROR C1001: msc1.cpp (line 1794) error at every std include file: stdio.h, windows.h, a

Paul

INTERNAL COMPILER ERROR C1001: msc1.cpp (line 1794) error at every std include file: stdio.h, windows.h