



David Millington 14 Aug 2019

An issue where changes to a file in the IDE would not be reflected in the compiled EXE is fixed

We've just released a patch for C++Builder and Delphi 10.3.2 that fixes the following issue:

- In some situations, modifying a file in the IDE followed by making or compiling the project would not build the modified file into the resulting binary (RSP-25509, RSP-25590)

This issue would result in the built binary (such as your app) running, but not including the changes since the last time it was run.

The issue was visible for C++Builder more than Delphi, because of differences in how a C++ app is built and linked. For C++Builder, you could see this with source code changes, such as modifications in a .cpp file.

For Delphi, this would not affect modifications to source (.pas) files, but might affect other files such as resource (.res) files.

The patch is available at:

<https://cc.embarcadero.com/item/30889>

Full installation instructions are contained in the readme. Please read them carefully - there is **one extra step** that is not normally necessary, also noted below:

Very important note when installing

The patch contains a .Net assembly. When downloading through Microsoft Edge and possibly other browsers, metadata is attached to the zip file that it was downloaded. This metadata persists when extracting the .zip using Explorer (it does not persist when using other tools, such as 7zip.) Because of that metadata tag, the .Net runtime will refuse to load the assembly, preventing RAD Studio from starting. **You must remove this metadata before placing the DLL in the RAD Studio bin folder.**

To do so, either:

- Use a non-Explorer tool to unzip the patch, such as 7zip, or:

- Before copying the DLL to the RAD Studio bin folder, right-click it and select Properties, then check the "Unblock" checkbox next to the warning that the file came from another computer.

If you don't do this, RAD Studio will not load and you will see an error message about loading an assembly, possibly followed by an access violation. This is caused by .Net not loading the assembly, and the IDE requiring it.



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7 comments 0 members are here



David Millington 2 months ago in reply to [Mahesh N38182](#) +1

We've been working a lot on the linker in the past couple of releases, and we plan to continue that. Meanwh...



David Millington 1 month ago in reply to [Milen L](#) +1

Hi Milen, We're not planning to roll the patches into the 10.3.2 installer currently, since they can be applied f...



Milen L 1 month ago

Dear David,

When to expect cumulative installation package of RAD Studio 10.3.2 containing all patches.

Thank you and your team for C++ Builder evolution.



David Millington 1 month ago in reply to [Milen L](#)

Hi Milen,

We're not planning to roll the patches into the 10.3.2 installer currently, since they can be applied fairly easily. 10.3.3 will certainly include them though.

Thanks to you to for using C++Builder!



Milen L 27 days ago in reply to [David Millington](#)

Thank you for reply David! I appreciate your time and will try to be short.

After some doubts, nevertheless I have installed 10.3.2 and three patches available till now.

Tried to compile several projects. All passed fine except again missing **winapifamily.h** and several other sdk headers. Issue known form 10.1 and fixed by 30649_rad_studio_10.1_berlin_hotfix_for_missing_header_files.

I have applied that fix and after that all passed fine.

Thank you for your time and efforts!



Paul @ JWare 1 month ago in reply to [Milen L](#)

And I agree with your comment, thanking the team. I'm quite sure it is a massive undertaking making these large advances in the Tools



David Millington *1 month ago in reply to Paul @ JWare*

Hi Paul,

I just replied to Milen - the patches will be in 10.3.3, but we likely won't update the 10.3.2 installer.

I appreciate your thanks too - and thankyou for using C++Builder!



Mahesh N38182 *2 months ago*

And when do your tool developers I use their competence to remove the LME200 error ..which forces developers to reload the IDE.? this is a very very old gripe..!



David Millington *2 months ago in reply to Mahesh N38182*

We've been working a lot on the linker in the past couple of releases, and we plan to continue that. Meanwhile we have some new documentation (new in the past year or so) on resolving these

issues: http://docwiki.embarcadero.com/RADStudio/Rio/en/Handling_Out_of_Memory_Errors