
Subject: Compiling issue with U++ 5010

Posted by [BioBytes](#) on Tue, 29 May 2012 08:39:22 GMT

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Hello,

I would like to inform that I got a compiling problem with last update of U++ (5010). I use MSC9 or MSC10 under Win XP and in debug mode (either enabling blitz or not), I got the following error:

---- GridCtrl (GUI MT MSC9 DEBUG DEBUG_FULL WIN32 MSC) (8 / 32)

GridCtrl.cpp

d:\materiel\upp\uppsrc\core\JSON.h(114) : error C2039: 'Jsonize' : is not a member of 'Upp::Value'

d:\materiel\upp\uppsrc\core\OldValue.h(66) : see declaration of 'Upp::Value'

d:\materiel\upp\uppsrc\core\JSON.h(209) : see reference to function template instantiation

'void Upp:

:Jsonize<T>(Upp::JsonIO &,T &)' being compiled

with

[

T=Upp::Value

]

d:\materiel\upp\uppsrc\core\JSON.h(227) : see reference to function template instantiation

'void Upp:

:JsonizeArray<Upp::Vector<T>,T>(Upp::JsonIO &,Upp::Vector<T> &)' being compiled

with

[

T=Upp::Value

]

d:\materiel\upp\uppsrc\core\JSON.h(209) : see reference to function template instantiation

'void Upp:

:Jsonize<Upp::Value>(Upp::JsonIO &,Upp::Vector<T> &)' being compiled

with

[

T=Upp::Value

]

d:\materiel\upp\uppsrc\core\JSON.h(227) : see reference to function template instantiation

'void Upp:

:JsonizeArray<Upp::Vector<T>,T>(Upp::JsonIO &,Upp::Vector<T> &)' being compiled

with

[

T=Upp::Vector<Upp::Value>

]

d:\materiel\upp\uppsrc\core\JSON.h(124) : see reference to function template instantiation

'void Upp:

:Jsonize<Upp::Vector<T>>(Upp::JsonIO &,Upp::Vector<Upp::Vector<T>> &)' being compiled

with

[

```
    T=Upp::Value
]
D:\Materiel\upp\uppsrc\GridCtrl\GridCtrl.cpp(8329) : see reference to function template
instantiation
'Upp::JsonIO &Upp::JsonIO::operator ()<Upp::Vector<T>>(const char *,Upp::Vector<T> &)' being
compiled
with
[
    T=Upp::Vector<Upp::Value>
]
GridDisplay.cpp
GridText.cpp
GridBase.cpp
GridSort.cpp
GridUtils.cpp
GridCtrl: 6 file(s) built in (0:41.07), 6846 msec / file, duration = 41187 msec

There were errors. (22:45.92)
```

This seems an error linked to a modification of GridCtrl.cpp (?!).

Anybody has an idea ? Perhaps Daniel could have a look to GridCtrl code ?

Thanks in advance

Biobytes
