Subject: Re: Building & using U++ without TheIDE
Posted by mirek on Tue, 11 Sep 2007 20:21:39 GMT
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sergei wrote on Mon, 10 September 2007 20:21Followup: without completely understanding why and how INITBLOCK works, I replaced it in icpps with INITBLOCK_(BLK_###), where ### is the name of the file. It worked, and now I'm stuck on:

D:/Dev/0/1/libUpp/Core/Topt.h: In function `void Upp::AssertMoveable0(T*) [with T = Upp::wchar]':
D:/Dev/0/1/libUpp/Core/Topt.h:223:   instantiated from `void Upp::AssertMoveable(T*) [with T = Upp::wchar]'
D:/Dev/0/1/libUpp/Core/Vcont.h:89:   instantiated from `Upp::Vector<T>::~Vector() [with T = Upp::wchar]'
D:/Dev/0/1/libUpp/Core/Vcont.h:88:   instantiated from `Upp::Vector<T>::~Vector() [with T = Upp::Vector<Upp::wchar>]'
D:\Dev\0\1\libUpp\PdfDraw/PdfDraw.h:330:   instantiated from here
D:/Dev/0/1/libUpp/Core/Topt.h:214: error: invalid type argument of `unary *'

According to NTL requirements, wchar should be moveable. But that Assert fails.

```
template <class T>
inline void AssertMoveablePtr(T, T) {}

template <class T>
inline void AssertMoveable0(T *t) { AssertMoveablePtr(&**t, *t); }
```

T is wchar. That would be: &**(wchar*). **(wchar*) doesn't make sense. How does that check if the type is moveable?

You cannot make a C++ automatic check here. Moveable types have to explicitly tagget by Moveable by deriving from Moveable<T> or by NTL_MOVEABLE macro. That overrides AssertMoveable and this way is not used.

What you see is used to make all pointers moveable. (Little bit confusing, but the only possible way).

Problem with wchar migth be caused by missing defines. Please, do what I asked - run UWord compilation with verbose mode active to see all defines...

Mirek