Subject: Re: Building & using U++ without TheIDE
Posted by sergei on Sun, 14 Oct 2007 22:35:49 GMT

luzr wrote on Thu, 11 October 2007 05:40sergei wrote on Tue, 09 October 2007 18:51Quote:Well, it might get macro-replace with ReplaceTextA, but who cares?

Exactly. ReplaceText is a macro and thus doesn't care what is a global function and what isn't. In my case it replaced it with ReplaceTextA, instead of using method, in this call for example: Insert(cursor, ReplaceText(), false);

As macro, it should be substituted

Insert(cursor, ReplaceTextA(), false);

But the method name is ReplaceTextA() too...

I just wonder, was it some real problem to solve?

Mirek

Purely compilation problem. ReplaceText() is a member function. ReplaceText is a macro expanding to ReplaceTextA. In the Insert call, the member function call was supposed to be executed but actually the macro was used, and thus ReplaceTextA. Since signatures didn't match - compilation error. My suggested solution was to call member function ReplacementText(), or maybe call it explicitely (this->ReplaceText()).