
Subject: Re: Building & using U++ without TheIDE
Posted by [mirek](#) on Mon, 15 Oct 2007 05:27:51 GMT
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sergei wrote on Sun, 14 October 2007 18:35luzr 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 explicetely (this->ReplaceText()).

Sorry, I still do not get it.

ReplaceText is defined by Win32 as ReplaceTextA. EVERYWHERE. Means in .h too.

Therefore, the method name, after macro replacement, is ReplaceTextA too. Call is to ReplaceTextA.

Means signatures DO MATCH.

(Note that this obviously compiles without a problem with TheIDE).

Mirek
