
Subject: Re: Building & using U++ without TheIDE
Posted by [mirek](#) on Mon, 15 Oct 2007 08:48:20 GMT
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[quote title=luzr wrote on Mon, 15 October 2007 01:27]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 explicitly (this->ReplaceText()).

Ah, I think I know where the problem is. I believe it is your ruthless SCU approach again - if I preprocess that file in theide, I do not even get ReplaceTextA, because corresponding Win32 header is not included at global level.

Mirek
