
Subject: Re: any experiments with gcc4.1?
Posted by [abarilla](#) on Mon, 13 Mar 2006 23:11:05 GMT
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It appears if I spoke to soon. I must have missed errors because both the removal of defined(COMPILER_GCC) and the new code cause the following errors:

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----- CtrlLib ( GUI GCC32 DEBUG SHARED DEBUG_FULL BLITZ LINUX ) ( 1 / 10)
BLITZ: LabelBase.cpp Button.cpp Switch.cpp EditField.cpp Text.cpp LineEdit.cpp DocEdit.cpp
ScrollBa
r.cpp HeaderCtrl.cpp ArrayCtrl.cpp DropList.cpp DropPusher.cpp DropChoice.cpp Static.cpp
Splitt
er.cpp SliderCtrl.cpp ColumnList.cpp Progress.cpp AKeys.cpp RichTextView.cpp RichClip.cpp
Promp
t.cpp Help.cpp Bar.cpp MenuBar.cpp ToolBar.cpp ToolTip.cpp StatusBar.cpp TabCtrl.cpp
TreeCtrl.c
pp DlgColor.cpp ColorPopup.cpp ColorPusher.cpp FileList.cpp FileSel.cpp Windows.cpp
Win32.cpp C
trlUtil.cpp Update.cpp LNGCtrl.cpp
40 file(s) compiled in (0:41.37) 1034 msec/file
CtrlLib.icpp
1 file(s) compiled in (0:04.45) 4456 msec/file
----- Report ( GUI GCC32 DEBUG SHARED DEBUG_FULL BLITZ LINUX ) ( 2 / 10)
BLITZ: Report.cpp ReportDlg.cpp
2 file(s) compiled in (0:04.89) 2449 msec/file
Reportl.icpp
1 file(s) compiled in (0:03.57) 3578 msec/file
----- CtrlCore ( GUI GCC32 DEBUG SHARED DEBUG_FULL BLITZ LINUX ) ( 3 / 10)
BLITZ: Frame.cpp Ctrl.cpp CtrlChild.cpp CtrlPos.cpp CtrlDraw.cpp CtrlMouse.cpp CtrlKbd.cpp
CtrlTime
r.cpp LocalLoop.cpp TopWindow.cpp Win32Wnd.cpp Win32Proc.cpp TopWin32.cpp DHCtrl.cpp
X11Wnd.cpp
X11Proc.cpp TopWinX11.cpp X11Clip.cpp X11App.cpp
19 file(s) compiled in (0:09.23) 486 msec/file
----- RichText ( GUI GCC32 DEBUG SHARED DEBUG_FULL BLITZ LINUX ) ( 4 / 10)
BLITZ: Object.cpp ParaData.cpp ParaType.cpp ParaPaint.cpp TxtData.cpp TxtPaint.cpp
TxtOp.cpp Format
.cpp TableCell.cpp TableLayout.cpp TablePaint.cpp TableData.cpp TextPaint.cpp TextStyle.cpp
Tex
tClipboard.cpp TextData.cpp TextTable.cpp EncodeQtf.cpp ParseQtf.cpp EncodeRTF.cpp
ParseRTF.cpp
EncodeHTML.cpp Util.cpp
23 file(s) compiled in (0:22.77) 990 msec/file
----- Draw ( GUI GCC32 DEBUG SHARED DEBUG_FULL BLITZ LINUX ) ( 5 / 10)
BLITZ: DrawWin32.cpp DrawX11.cpp DrawText.cpp DrawTextWin32.cpp DrawTextXlfd.cpp
DrawTextXft.cpp SS
ettings.cpp Draw.cpp DrawOpWin32.cpp DrawOpX11.cpp Drawing.cpp MetaFile.cpp
DrawUtil.cpp DrawTe
```

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xtUtil.cpp Display.cpp Debug.cpp PixelArray.cpp PixelBlt.cpp PixelPal.cpp PixelUtil.cpp Image.c
pp ImageUtil.cpp io.cpp bmp.cpp
24 file(s) compiled in (0:24.10) 1004 msec/file
----- Core ( GUI GCC32 DEBUG SHARED DEBUG_FULL BLITZ LINUX ) (6 / 10)
BLITZ: Mt.cpp Thread.cpp heap.cpp heapdbg.cpp String.cpp StrUtil.cpp CharSet.cpp Path.cpp
App.cpp S
tream.cpp Log.cpp Debug.cpp Util.cpp mathutil.cpp Cont.cpp Callback.cpp Color.cpp Gtypes.cpp
Ti
meDate.cpp Value.cpp Convert.cpp Format.cpp t.cpp Lang.cpp parser.cpp XML.cpp Xmlize.cpp
Uuid.c
pp Ptr.cpp Topic.cpp Win32Com.cpp Dli.cpp
/home/andrew/upp/uppsrc/Core/Topt.h: In function 'unsigned int GetHashValue(const T&) [with
T = con
st char*]':
/home/andrew/upp/uppsrc/Core/Index.h:77: instantiated from 'unsigned int
StdHash<T>::operator()(c
onst T&) const [with T = const char*]'
/home/andrew/upp/uppsrc/Core/Index.hpp:192: instantiated from 'int AIndex<T, V,
HashFn>::Find(con
st T&) const [with T = const char*, V = Vector<const char*>, HashFn = StdHash<const
char*>]'
/home/andrew/upp/uppsrc/Core/Map.h:13: instantiated from 'int AMap<K, T, V,
HashFn>::Find(const K
&) const [with K = const char*, T = const char*, V = Vector<const char*>, HashFn =
StdHash<cons
t char*>]'
/home/andrew/upp/uppsrc/Core/t.cpp:222: instantiated from here
/home/andrew/upp/uppsrc/Core/Topt.h:393: error: request for member 'GetHashValue' in
'x', which is
of non-class type 'const char* const'

```

There were errors. (1:59.08)
