Subject: Issues with new stable release 3211
Posted by BioBytes on Sat, 19 Feb 2011 14:26:17 GMT
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Hi all,

All was perfect with U++ until I uploaded the new stable release 3211 for win32. Irun the IDE under Vista home premium edition and I compile my projects with MSC9 (SDK Vista). The new error messages I got now are :

c:\dvt\upp\uppsrc\painter\BufferPainter.h(270) : error C2143: syntax error : missing '}' before 'constant'
c:\dvt\upp\uppsrc\painter\BufferPainter.h(271) : error C2143: syntax error : missing ';' before '}'
c:\dvt\upp\uppsrc\painter\BufferPainter.h(271) : error C2238: unexpected token(s) preceding ';'
c:\dvt\upp\uppsrc\painter\BufferPainter.h(312) : error C2530: 'Upp::ib' : references must be initialized
c:\dvt\upp\uppsrc\painter\BufferPainter.h(334) : error C2512: 'Upp::Rasterizer' : no appropriate default constructor available
c:\dvt\upp\uppsrc\painter\BufferPainter.h(341) : error C2255: 'friend' : not allowed outside of a class definition
c:\dvt\upp\uppsrc\painter\BufferPainter.h(363) : error C2059: syntax error : 'public'
c:\dvt\upp\uppsrc\painter\BufferPainter.h(364) : error C2143: syntax error : missing ')' before '&'
c:\dvt\upp\uppsrc\painter\BufferPainter.h(364) : error C2143: syntax error : missing ';' before '&'
c:\dvt\upp\uppsrc\painter\BufferPainter.h(364) : error C4430: missing type specifier - int assumed. Note: C++ does not support default-int

c:\dvt\upp\uppsrc\painter\BufferPainter.h(364) : error C2371: 'Upp::ib' : redefinition; different basic types
	c:\dvt\upp\uppsrc\painter\BufferPainter.h(312) : see declaration of 'Upp::ib'
c:\dvt\upp\uppsrc\painter\BufferPainter.h(364) : error C2530: 'Upp::ib' : references must be initialized
c:\dvt\upp\uppsrc\painter\BufferPainter.h(364) : error C2062: type 'int' unexpected
c:\dvt\upp\uppsrc\painter\BufferPainter.h(364) : error C2059: syntax error : ')'
C:\Dvt\upp\uppsrc\Painter/Painter.h(321) : error C2146: syntax error : missing ';' before identifier 'ib'
C:\Dvt\upp\uppsrc\Painter/Painter.h(321) : error C4430: missing type specifier - int assumed. Note: C++ does not support default-int
C:\Dvt\upp\uppsrc\Painter/Painter.h(321) : error C4430: missing type specifier - int assumed. Note: C++ does not support default-int
C:\Dvt\upp\uppsrc\Painter/Painter.h(324) : error C2614: 'ImageBuffer__' : illegal member initialization: 'ib' is not a base or member
C:\Dvt\upp\uppsrc\Painter/Painter.h(332) : error C2039: 'ib' : is not a member of 'ImageBuffer__'
	C:\Dvt\upp\uppsrc\Painter/Painter.h(319) : see declaration of 'ImageBuffer__'
C:\Dvt\upp\uppsrc\Painter/Painter.h(404) : error C2059: syntax error : '}'
C:\Dvt\upp\uppsrc\Painter/Painter.h(404) : error C2143: syntax error : missing ';' before '}'
C:\Dvt\upp\uppsrc\Painter/Painter.h(404) : error C2059: syntax error : '}'
C:\Dvt\upp\bazaar\Functions4U/Functions4U_Gui.h(10) : error C2065: 'img' : undeclared identifier
C:\Dvt\upp\bazaar\Functions4U/Functions4U_Gui.h(10) : error C2062: type 'int' unexpected

C:\Dvt\upp\bazaar\Functions4U/Functions4U_Gui.h(10) : error C2143: syntax error : missing ';' before '{'
C:\Dvt\upp\bazaar\Functions4U/Functions4U_Gui.h(10) : error C2447: '{' : missing function header (old-style formal list?)
C:\Dvt\upp\bazaar\Controls4U/Controls4U.h(15) : error C2061: syntax error : identifier 'ImageBuffer'
$blitz.cpp
EatMe: 2 file(s) built in (0:03.90), 1950 msecs / file, duration = 6287 msecs, parallelization 28%

There were errors. (0:10.81)

I reviewed the header file of BufferPainter and found the first error for the compiler is :

```
enum {
  MOVE, LINE, QUADRATIC, CUBIC, DIV, CHAR
 };
```

I do not understand at all. I made no other change except uploading the install exe file for 3211-win32 and now none of my projects needing Controls4U/Functions4U and of course painter can be compiled.

Please is anyone has experienced this issue and how to fix it ?

Thanks and regards

Biobytes
