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Subject: Re: Need help with the structure of flags etc. and running u++ cocoa on Windows 7 GNUSTEP

Posted by [fudadmin](#) on Thu, 15 Mar 2012 00:50:58 GMT

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fudadmin wrote on Wed, 14 March 2012 15:21you can try my Core and help to merge... .  
Leaving? Ok. see you later. thanks for trying.

Sorry, Tom, I was rushing and juggling computers and other tasks.  
Forget the Core.zip above...

Only 1 problem in core for now and it should compile.

What helps is: `Id::Id(const String& s) { id = s; }`

`Id::Id(const char *s) { id = s; }`

I mean, split the declaration and definition and move the latter to the \*.cpp file intelligently...

But I don't foresee this is a proper intelligent solution. Very likely it's a road mine which can explode and I am glad you exposed it. Cocoa's objc uses 'id' for any object. 'id' might be isolated (if used) by a namespace and not to clash in cpp part but in the future we will need to think what to do. Rename all 'id' in u++ and declare it taboo? It would be interesting what other guys and Mirek think? Btw, there are no namespaces in objc. Only the dark room...

Edit1: Also, download the updated UNS.zip from the other topic

Edit2: the GccBuilder.icpp I posted doesn't link (or stopped linking) for some reasons. I will try to find out. But first, try to compile.

Edit3: linking also depends on flags... the updated UNS compiles and runs on windows with the latest upp <Core> and the changes already mentioned.

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