
Subject: Re: 606-dev3 compile error with iml
Posted by [mirek](#) on Fri, 23 Jun 2006 07:37:34 GMT
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[quote title=forlano wrote on Fri, 23 June 2006 03:31]forlano wrote on Fri, 23 June 2006 08:51
After adding a

```
#define IMAGECLASS Vega5Img
```

(that was not necessary in the previous version) my application removed the previous error and gives:

```
C:\Vega\Vega5\VegaTab1.cpp(49) : error C3861: 'imgYes': identifier not found
C:\Vega\Vega5\VegaTab1.cpp(49) : error C3861: 'imgNo': identifier not found
C:\Vega\Vega5\VegaTab1.cpp(49) : error C3861: 'imgMaybe': identifier not found
C:\Vega\Vega5\VegaTab1.cpp(89) : error C2228: left of '.GetSize' must have class/struct/union
      type is "unknown-type"
C:\Vega\Vega5\VegaTab1.cpp(89) : error C2228: left of '.cy' must have class/struct/union
C:\Vega\Vega5\VegaTab1.cpp(89) : error C3861: 'imgYes': identifier not found
C:\Vega\Vega5\VegaTab1.cpp(129) : error C2065: 'female' : undeclared identifier
C:\Vega\Vega5\VegaTab1.cpp(129) : error C2065: 'male' : undeclared identifier
```

In particular seems that the error is localized in .GetSize. Maybe the API changed?
Luigi

I am sorry, but yes. CLASSNAME is now required. Please check whether you have not forgot to place Vega5Img:: before images, like Vega5Img::imgYes.

BTW, I could add patch to keep CLASSNAME-less images working, however, this would not play well with recent development (each iml CLASSNAME now has corresponding object wrapper etc..).

Mirek
