Quote:
H1::t1 <<= "2 OK"; // error: 'H1' : is not a class or namespace name

in C++ this is not how one access non static class members. its like this

H1 a;
a.t1 = "something";

Quote:
I am on Win7 64bit running U++ 5556
On Win7 32bit and U++ 5584 the problems are the same.

Same with U++ 5592
I may have overlooked something so here it is with the last changes.

again, these error has nothing to do with U++. they are all valid compiler errors for your wrong
code.

Quote:I made the 2 changes and now get this:

c:\myapps\test2\H2.h(9) : error C2653: 'H1' : is not a class or namespace name
c:\myapps\test2\H2.h(13) : error C3861: 'Set_t1': identifier not found

H1::t1 <<= "2 OK"; // error: 'H1' : is not a class or namespace name
all the errors are scope related. if you right your class in plain c++ and use t1 as string variable
and use cout to print out. you will still get the same errors. because they are from C++ compiler
and has nothing to do with U++ or your Windows version.


```
class H1{
    public:
        int t1; // t1 is in the class h1's scope
        // this function also in h1's scope
        void AddFun1(int a, int b)
        {
          t1=a+b; // valid t1 access.

        }

};
```

// regardless weather the below function is in
// h1.h or h2.h or main.cpp or anyother file in

```
// that matter is still in global scope

void AddFun2(int a, int b)
{
   // this is function scope
  // t1 is not visible here
  // no object of H1 class also is non existent
  // since you did not create any.

  // but you can do this:

  H1 c;
  c.AddFun1(1,1);
  cout<<c.t1;

  c.t1=a+b;
  cout<<c.t1;

  // all t1 of c object of H1 class are valid but c gets
  // destroyed as soon as function scope is finish.


}
```