Subject: Re: SDLCtrl does not compile
Posted by Klugier on Mon, 20 Jul 2015 21:25:59 GMT

Hello forlano,

First of all, SDLCtrl is based on DHCtrl which is not implemented for GTK back-end. Zbych was working on it, but without success. Sometimes ago I try to improve OpenGL on GTK, but it also require DHCtrl :(. So, you need to switch back-end to X11. You can do this by typing "GUI X11" in ide menu bar. It should be easy for experienced upp user.

Second issue is with function "SetError" (SDL/SDL_Ctrl.cpp - line 144). I would recommend to comment method body. I don't know why it doesn't compiles now. Maybe it is related to other upp components.

```
void SDLCtrl::SDLCtrlIn::SetError(String str) {
 /*
 if (!strError.IsEmpty())
  strError << "\n";
 strError << ToUpper(str[0]) + DeQtfLf(str.Mid(1));
 */
}
```

The error is interesting, so maybe it is not SDL ctrl related issue. Compilation log:

```
/home/klugier/upp/uppsrc/Core/String.h: In instantiation of 'Upp::String Upp::AsString(const T&)
[with T = Upp::Fail__]':
/home/klugier/upp/uppsrc/Core/String.h:484:18:   required from 'Upp::String&
Upp::operator<<(Upp::String&, const T&) [with T = Upp::Fail__]'
/home/klugier/upp/bazaar/SDL/SDLCtrl.cpp:147:50:   required from here
/home/klugier/upp/uppsrc/Core/String.h:436:20: error: 'const class Upp::Fail__' has no member
named 'ToString'
  return x.ToString();
```

Sincerely,
Klugier