
Subject: global t_ macro screws up boost and my code...

Posted by [kitovyj](#) on Sun, 29 Nov 2015 16:57:58 GMT

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Hello guys,

I'm trying to use Upp as a GUI frontend for my app. But the globally defined t_ macro breaks boost bind header (it defines "t_" variable in one of the headers!). I tried to do "#undef t_" - but it didnt help(why?!). Probably BLITZ includes some Upp headers forcefully in each header? Have anybody tackled suchblem? Please help.

Best Regards,
Alexander

error messages:

In file included from C:\upp\uppsrc/Core/i18n.h:17:0,

from C:\upp\uppsrc/Core/Core.h:302,

from C:\upp\uppsrc/Draw/Draw.h:6,

from C:\upp\uppsrc/RichText/RichText.h:4,

from C:\upp\uppsrc/CtrlCore/CtrlCore.h:4,

from C:\upp\uppsrc/CtrlLib/CtrlLib.h:4,

from C:\projects\next\next.h:4,

from C:\projects\next\main.cpp:1:

c:\projects\boost_1_59_0/boost/core/ref.hpp: In constructor

'boost::reference_wrapper<T>::reference_wrapper(T&):

C:\upp\uppsrc/Core/t_.h:9:24: error: class 'boost::reference_wrapper<T>' does not have any field named 't_GetLngString'

```
#define t_(x)      t_GetLngString(x)
```

^

c:\projects\boost_1_59_0/boost/core/ref.hpp:73:57: note: in expansion of macro 't_'

```
BOOST_FORCEINLINE explicit reference_wrapper(T& t): t_(boost::addressof(t)) {}
```

^