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Subject: error compiling latest uvs2 ide

Posted by [masu](#) on Wed, 16 Aug 2006 18:42:02 GMT

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Hi,

I tried to build theide with uvs sources and got the following error in the RichEdit package:

```
----- RichEdit ( GUI GCC BLITZ FREEBSD ) (16 / 31)
```

```
BLITZ: Ruler.cpp UnitEdit.cpp Editor.cpp Speller.cpp Kbd.cpp Mouse.cpp Cursor.cpp Undo.cpp  
Modify.cp
```

```
p Formating.cpp ParaFormat.cpp TableUndo.cpp Table.cpp Tool.cpp
```

```
In file included from /home/masu/upp_uv/out/RichEdit/GCC32.Blitz.Gui/$blitz.cpp:44:
```

```
/home/masu/upp_uv/uppsrc/RichEdit/Modify.cpp: In member function `void RichEdit::Insert(int,  
const
```

```
RichText&, bool)':
```

```
/home/masu/upp_uv/uppsrc/RichEdit/Modify.cpp:100: error: no matching function for call to
```

```
`RichEdit
```

```
::SetupLanguage(Vector<int>)'
```

```
/home/masu/upp_uv/uppsrc/RichEdit/Editor.cpp:378: note: candidates are: void
```

```
RichEdit::SetupLanguag
```

```
e(Vector<int>&)
```

Matthias

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