
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