
Subject: Re: Core/Inet.h -- unneeded "using namespace Upp"

Posted by [mdelfede](#) on Wed, 12 Sep 2018 07:20:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

Something as idiot as this one :d

```
// -----  
// IsEqual : Returns Standard_True if two integers are equal  
// -----  
inline Standard_Boolean IsEqual (const Standard_Integer theOne,  
                                const Standard_Integer theTwo)  
{  
    return theOne == theTwo;  
}
```

I don't remember if this was the offending one, but that code is FULL with IsEqual inlines. Even if I put the using namespace Upp directive AFTER all the includes of that library, usage in templates bring name clash.

I had to remove ALL namespace Upp usages and build a big include file that uses the Upp classes/functions I need.

In GCC it seems that the problem is not there.

BTW, when I use BLITZ the problem is there even on GCC, but that is normal.
