Subject: Framebuffer backend compilation errors
Posted by Zbych on Wed, 05 Dec 2018 21:58:08 GMT
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It looks that Framebuffer got out of sync with CtrlCore.h and gcc spits out plenty of 'no member declared' errors.
It complains about functions that ends with 0 (WndUpdate0r, EventLoop0, GuiSleep0, WndShow0 etc.)
Can I simply remove all those 0s from function names or maybe they should be wrapped by functions without 0 in names?

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In file included from
/home/zbych/upp.out/reference/Framebuffer/GCC.Debug.Debug_Full.Gui.Linuxfb.Shared/$blitz.cpp:37:0:
/home/zbych/upp/reference/Framebuffer/Wnd.cpp:135:5: error: prototype for 'int
Upp::Ctrl::RegisterSystemHotKey(Upp::dword, Upp::Callback)' does not match any in class
'Upp::Ctrl'
 int Ctrl::RegisterSystemHotKey(dword key, Callback cb)
     ^~~~
In file included from /home/zbych/upp/reference/Framebuffer/Draw.cpp:1:0,
                 from
/home/zbych/upp.out/reference/Framebuffer/GCC.Debug.Debug_Full.Gui.Linuxfb.Shared/$blitz.cpp:3:
/home/zbych/upp/uppsrc/CtrlCore/CtrlCore.h:793:17: error: candidate is: static int
Upp::Ctrl::RegisterSystemHotKey(Upp::dword, Upp::Function<void()>)
  static  int    RegisterSystemHotKey(dword key, Function<void ()> cb);
                 ^~~~~~~~~~~~~~~~~~~
In file included from
/home/zbych/upp.out/reference/Framebuffer/GCC.Debug.Debug_Full.Gui.Linuxfb.Shared/$blitz.cpp:37:0:
/home/zbych/upp/reference/Framebuffer/Wnd.cpp:377:37: error: no 'void
Upp::Ctrl::WndUpdate0r(const Rect&)' member function declared in class 'Upp::Ctrl'
 void Ctrl::WndUpdate0r(const Rect& r)
                                     ^
/home/zbych/upp/reference/Framebuffer/Wnd.cpp:409:33: error: no 'void
Upp::Ctrl::EventLoop0(Upp::Ctrl*)' member function declared in class 'Upp::Ctrl'
 void Ctrl::EventLoop0(Ctrl *ctrl)
                                 ^
/home/zbych/upp/reference/Framebuffer/Wnd.cpp:444:28: error: no 'void Upp::Ctrl::GuiSleep0(int)'
member function declared in class 'Upp::Ctrl'
 void Ctrl::GuiSleep0(int ms)
                           ^
/home/zbych/upp/reference/Framebuffer/Wnd.cpp:460:27: error: no 'void
Upp::Ctrl::WndShow0(bool)' member function declared in class 'Upp::Ctrl'
 void Ctrl::WndShow0(bool b)
                          ^
/home/zbych/upp/reference/Framebuffer/Wnd.cpp:465:23: error: no 'void
```

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Upp::Ctrl::WndUpdate0()' member function declared in class 'Upp::Ctrl'
 void Ctrl::WndUpdate0()
                 ^
/home/zbych/upp/reference/Framebuffer/Wnd.cpp: In member function 'void
Upp::Ctrl::DestroyWnd()':
/home/zbych/upp/reference/Framebuffer/Wnd.cpp:536:16: error: 'class Upp::Ctrl' has no member
named 'WndDestroy0'; did you mean 'WndDestroy'?
    topctrl[i]->WndDestroy0();
               ^~~~~~~~~~~
               WndDestroy
/home/zbych/upp/reference/Framebuffer/Wnd.cpp: At global scope:
/home/zbych/upp/reference/Framebuffer/Wnd.cpp:552:24: error: no 'void
Upp::Ctrl::WndDestroy0()' member function declared in class 'Upp::Ctrl'
 void Ctrl::WndDestroy0()
                    ^
/home/zbych/upp/reference/Framebuffer/Wnd.cpp:576:30: error: no 'void
Upp::Ctrl::SetWndForeground0()' member function declared in class 'Upp::Ctrl'
 void Ctrl::SetWndForeground0()
                          ^
/home/zbych/upp/reference/Framebuffer/Wnd.cpp:602:30: error: no 'void
Upp::Ctrl::WndEnable0(bool*)' member function declared in class 'Upp::Ctrl'
 void Ctrl::WndEnable0(bool *b)
                          ^
/home/zbych/upp/reference/Framebuffer/Wnd.cpp:608:32: error: no 'void
Upp::Ctrl::SetWndFocus0(bool*)' member function declared in class 'Upp::Ctrl'
 void Ctrl::SetWndFocus0(bool *b)
                            ^
/home/zbych/upp/reference/Framebuffer/Wnd.cpp:650:39: error: no 'void
Upp::Ctrl::WndSetPos0(const Rect&)' member function declared in class 'Upp::Ctrl'
 void Ctrl::WndSetPos0(const Rect& rect)
                                  ^
/home/zbych/upp/reference/Framebuffer/Wnd.cpp:661:57: error: no 'void
Upp::Ctrl::WndScrollView0(const Rect&, int, int)' member function declared in class 'Upp::Ctrl'
 void  Ctrl::WndScrollView0(const Rect& r, int dx, int dy)
                                                         ^
In file included from
/home/zbych/upp.out/reference/Framebuffer/GCC.Debug.Debug_Full.Gui.Linuxfb.Shared/$blitz.cp
p:70:0:
/home/zbych/upp/reference/Framebuffer/Top.cpp: In member function 'void
Upp::TopWindow::SyncSizeHints()':
/home/zbych/upp/reference/Framebuffer/Top.cpp:27:2: error: 'SyncCaption0' was not declared in
this scope
  SyncCaption0();
  ^~~~~~~~~~~
/home/zbych/upp/reference/Framebuffer/Top.cpp:27:2: note: suggested alternative: 'SyncCaption'
  SyncCaption0();
  ^~~~~~~~~~~
  SyncCaption
```

```
/home/zbych/upp/reference/Framebuffer/Top.cpp: At global scope:
/home/zbych/upp/reference/Framebuffer/Top.cpp:30:28: error: no 'void
Upp::TopWindow::SyncTitle0()' member function declared in class 'Upp::TopWindow'
 void TopWindow::SyncTitle0()
                    ^
/home/zbych/upp/reference/Framebuffer/Top.cpp:35:30: error: no 'void
Upp::TopWindow::SyncCaption0()' member function declared in class 'Upp::TopWindow'
 void TopWindow::SyncCaption0()
                      ^
/home/zbych/upp/reference/Framebuffer/Top.cpp: In member function 'virtual void
Upp::TopWindow::State(int)':
/home/zbych/upp/reference/Framebuffer/Top.cpp:52:2: error: 'SyncCaption0' was not declared in
this scope
  SyncCaption0();
  ^~~~~~~~~~~~
/home/zbych/upp/reference/Framebuffer/Top.cpp:52:2: note: suggested alternative: 'SyncCaption'
  SyncCaption0();
  ^~~~~~~~~~~~
  SyncCaption
/home/zbych/upp/reference/Framebuffer/Top.cpp: In member function 'void
Upp::TopWindow::Open(Upp::Ctrl*)':
/home/zbych/upp/reference/Framebuffer/Top.cpp:84:2: error: 'SyncCaption0' was not declared in
this scope
  SyncCaption0();
  ^~~~~~~~~~~~
/home/zbych/upp/reference/Framebuffer/Top.cpp:84:2: note: suggested alternative: 'SyncCaption'
  SyncCaption0();
  ^~~~~~~~~~~~
  SyncCaption
```