Subject: [SOLVED] Added my own .h file, struggling to use the String type
Posted by xrysf03 on Sun, 20 Oct 2019 20:35:42 GMT

Dear everyone,

this looks like a noob issue...
I've created something simple in U++, using TheIDE and MinGW as a compiler. As long as I use
the String type in the project's main translation unit, I'm fine.
At some point down the road, I've moved some of my code into a new .cpp file and a new .h file in
the same project and directory. Trying to create a separate translation unit - a local library if you
will. If I #include <String>, I'm getting "error: 'String' does not name a type" . I've tried putting
"using namespace Upp;" on top of the file, I've tried qualifying the String in variable declarations
as Upp::String... none of that helps (the compiler even says that the Upp namespace doesn't
exist). I'm not very fluent in the namespaces and this is probably something pretty simple... Any
help would be welcome.

Actually I've just found out that if I #include <Core/String.h>, I get rid of the "String undeclared"
error message, but instead I get a waterfall of complaints about WChar, 'byte' and 'force_inline'
etc. not being declared (messages coming from String.h). I'm puzzled... Is there some upper-level
header file that I should #include in the first place?

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