
Subject: Re: 2020.2rc1

Posted by [mirek](#) on Fri, 16 Oct 2020 07:55:04 GMT

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Klugier wrote on Fri, 16 October 2020 00:30The idea is that someday we become mainstream :)
Beside that we could introduce some mainstream things still offering our uniqueness. In such case I do not think this big change in the philosophy or simplicity. I still think that we should keep with the best standards and practices for C/C++ if applicable. So moving in some areas towards mainstream solution is not something that we should afraid of. This will give us broader horizons

If we become mainstream, maybe so will become "using namespace" :)

Realistically, I agree with most things in "mainstream", but there are several dogmas that seem out of context. This is one of them...

Think about what you gain / loose by having / not having using namespace Upp in the header....

In practical terms, with using namespace, you can use U++ types without qualification at the risk of nameclash with either your own code or some other namespace that you have are "using". In the case of nameclash, you have to explicitly qualify namespace. Note that there also is no chance for error: nameclash is reported at compile time.

Without "using namespace", you have to qualify everything. Does not seem like a win option to me...

BTW, now thinking about it, I really dislike

```
namespace Upp {  
#define LAYOUTFILE <Rajce/Rajce.lay>  
#include <CtrlCore/lay.h>  
} // namespace Upp
```

- that is something we should fix in the next release. This should work without Upp... I think the most correct fix is in the Layout designer - add namespace setting to .usc file and make layout designer to use it / insert into .lay....

Mirek
