
Subject: Re: GraphDraw/GraphCtrl
Posted by [Didier](#) on Thu, 15 Apr 2021 12:52:09 GMT
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Hello Pradip,

Quote:How should I modify the following lines? They are failing in compilation Sad

Code: [Select all] [Show/ hide]

```
struct GanttCtrlDefaultTypes {  
    typedef GanttCtrlDefaultTypes                Types;  
    typedef GraphDraw_ns::CoordinateConverter  
X1_TypeCoordConverter;  
    typedef GraphDraw_ns::CoordinateConverter  
Y1_TypeCoordConverter;  
    typedef GraphDraw_ns::StdGridAxisECtrl<Types, GraphDraw_ns::GanttXGridAxisDraw >  
X1_TypeGridAxisDraw;  
    typedef GraphDraw_ns::StdGridAxisECtrl<Types, GraphDraw_ns::GanttYGridAxisDraw >  
Y1_TypeGridAxisDraw;  
    typedef GraphDraw_ns::StdLabelECtrl<Types, GraphDraw_ns::LabelElement >  
TypeLabelElement;  
    typedef GraphDraw_ns::StdLegendECtrl<Types, GraphDraw_ns::LegendElement >  
TypeLegendElement;  
    typedef GraphDraw_ns::StdBlankAreaECtrl<Types, GraphDraw_ns::BlankAreaElement >  
TypeBlankElement;  
};
```

This is due to some simplifications ==> one of the template parameters was removed, it had become useless over time

So you just need to remove the 'Types' from the template declaration

'TYPES' template parameter isn't passed any more to GraphElements (they don't need this information)

Example:

```
typedef GanttCtrlDefaultTypes                Types;  
typedef GraphDraw_ns::CoordinateConverter  
X1_TypeCoordConverter;  
typedef GraphDraw_ns::CoordinateConverter  
Y1_TypeCoordConverter;  
typedef GraphDraw_ns::StdGridAxisECtrl<GraphDraw_ns::GanttXGridAxisDraw >  
X1_TypeGridAxisDraw;  
typedef GraphDraw_ns::StdGridAxisECtrl<GraphDraw_ns::GanttYGridAxisDraw >  
Y1_TypeGridAxisDraw;
```

```
typedef GraphDraw_ns::StdLabelECtrl<GraphDraw_ns::LabelElement>
TypeLabelElement;
typedef GraphDraw_ns::StdLegendECtrl<GraphDraw_ns::LegendElement >
TypeLegendElement;
typedef GraphDraw_ns::StdBlankAreaECtrl<GraphDraw_ns::BlankAreaElement >
TypeBlankElement;
typedef GraphDraw_ns::DynamicMarkerECtrl                                TypeMarkerElement;
```

Look at the `GraphCtrlDefaultTypes` declaration (there are some other simplifications : some don't have templates at all)
