
Subject: Re: 32 bit wchar - for now in branch
Posted by [Tom1](#) on Mon, 15 Nov 2021 10:59:36 GMT
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Hi Mirek,

Before merge... It seems there are issues with MSBT19x64 compilation here:

```
C:\upp-16111\ultimatepp-wchar\uppsrc\Draw\FontWin32.cpp(157): error C2446: '::~': no conversion from 'int' to 'Upp::Vector<Upp::char16>'
C:\upp-16111\ultimatepp-wchar\uppsrc\Draw\FontWin32.cpp(157): note: Constructor for class 'Upp::Vector<Upp::char16>' is declared 'explicit'
C:\upp-16111\ultimatepp-wchar\uppsrc\Draw\FontWin32.cpp(157): error C2660: 'EnumFontFamiliesW': function does not take 3 arguments
```

And here:

```
C:\upp-16111\ultimatepp-wchar\uppsrc\Core\LocalProcess.cpp(85): error C2446: '::~': no conversion from 'int' to 'Upp::Vector<Upp::char16>'
C:\upp-16111\ultimatepp-wchar\uppsrc\Core\LocalProcess.cpp(85): note: Constructor for class 'Upp::Vector<Upp::char16>' is declared 'explicit'
C:\upp-16111\ultimatepp-wchar\uppsrc\Core\LocalProcess.cpp(85): error C2660: 'CreateProcessW': function does not take 9 arguments
```

Additionally, there are a whole bunch of warnings on MSBT19x64. I did not try MSBT19x32 yet...

Best regards,

Tom

EDIT: PS. I updated to current git source today before testing.
