Subject: Can't compile Controls4u from UppHub
Posted by Typhoor on Fri, 17 Dec 2021 12:31:52 GMT
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using an old project I wanted to recompile which uses Controls4U from bazaar:
I modified it to use UppHub, fresh Upp install, no bazaar folder and no my_app flying around, all files under "c:\dev\upp".

Trying to compile Controls4U_Demo i get the same compile errors like with my old projects
I'm on Windows 10 tried out with MSVS19 and CLANG (in 32 and 64 variants)
Even with new bin files from nightly (i.e. updated Clang) I get the following errors:

My other projetcs (without Controls4u) just compile nicely...

is Controls4u out-of support ? not managed or tested ?

What shall I do, where do I get corrected files ?
rgds Ralph

File Attachments

1) controls_4u_compile_errs.png, downloaded 1078 times

File	Line	Message (**8 errors**, 1 warning)
CLANG.Debug.Debug_Full.Gui/**Controls4U$blitz.cpp**	3	In file included from C:/Dev/upp/out/uppsrc_Controls4U/Controls4U/
Controls4U/**ActiveX_base.h**	28	error: static_cast from 'BSTR' (aka 'wchar_t *') to 'Upp::wchar *' (aka 'un
Controls4U/**ActiveX.cpp**	146	error: no viable conversion from 'Upp::WString' to 'LPCOLESTR' (aka 'c
Controls4U/**PainterCanvas.h**	114	error: use of undeclared identifier 'DOUBLE_NULL_LIM'; did you mean '
Controls4U/**PainterCanvas.h**	115	error: use of undeclared identifier 'DOUBLE_NULL_LIM'; did you mean '
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