
Subject: Re: Gearing up for 2022.1 release...
Posted by [Novo](#) on Thu, 07 Apr 2022 21:21:26 GMT
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Novo wrote on Wed, 06 April 2022 13:34

And Upp should be tested against all versions of C++ because old code often doesn't compile with new versions of C++.

TheIDE cannot be compiled with C++20.

Clang + -std=c++20

/home/ssg/dvlp/cpp/code/upp/git/uppsrc/CtrlCore/CtrlPos.cpp:152:11: error: use of overloaded operator '!=' is ambiguous (with operand types 'Upp::Rect' (aka 'Rect_t_<int>') and 'Upp::Rect16' (aka 'Rect_<short>'))

if(view != f.view) {

~~~~ ^ ~~~~~

/home/ssg/dvlp/cpp/code/upp/git/uppsrc/Core/Gtypes.h:337:9: note: candidate function

bool operator!=(const Rect\_& b) const { return !operator==(b); }

^

/home/ssg/dvlp/cpp/code/upp/git/uppsrc/Core/Gtypes.h:336:9: note: candidate function

bool operator==(const Rect\_& b) const;

^

/home/ssg/dvlp/cpp/code/upp/git/uppsrc/Core/Gtypes.h:336:9: note: candidate function (with reversed parameter order)

IMHO, this should be fixed.

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