
Subject: Re: Gearing up for 2022.1 release...
Posted by [mirek](#) on Fri, 08 Apr 2022 09:09:40 GMT
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Novo wrote on Thu, 07 April 2022 23:21Novo 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.

Unfortunately, that just seems to be the tip of the iceberg.

Frankly, are they paid for screwing our code every 3 years or what? :)

(Fixing things now..)

Mirek
