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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 'Rec
```

```
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

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