
Subject: Compile problem on WIN10

Posted by [peterh](#) on Tue, 13 Sep 2022 13:15:52 GMT

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Hi, I tried TerminalLayoutExample and some other Examples.

These show a compilation error on WIN 10. It doesnt matter if I use CLang or MSVC.

```
HANDLE WinPtyCreateProcess(const char *cmdptr, const char *envptr, const char *cd, winpty_t*
hConsole)
```

```
{
    Buffer<wchar> cmd, env;
    sCmdToUnicode(cmd, cmdptr);
    sEnvToUnicode(env, envptr);

    auto hSpawnConfig = winpty_spawn_config_new(
        WINPTY_SPAWN_FLAG_AUTO_SHUTDOWN,
        cmd,                //error here
        nullptr,
        cd ? ~WString(cd) : nullptr, //error here
        env,                //error here
        nullptr);
```

C:\upp\UppHub\TerminalCtrl\PtyProcess\Win32Pty.cpp (104): error: no matching function for call to 'winpty_spawn_config_new'

```
(): auto hSpawnConfig = w inpty_spawn_config_new (
C:\upp\UppHub\TerminalCtrl\PtyProcess\lib\include\winpty.h (170): note: candidate function not
viable: no known conversion from 'Buffer<Upp::wchar>' (aka 'Buffer<unsigned long>') to
'LPCWSTR' (aka 'const wchar_t *') for 2nd argument
(): w inpty_spawn_config_new(UINT64 spawnFlags,
(): 1 error generated.
```

It cannot convert from Buffer<wchar> to LPCWSTR.

I tried to fix it, but no sucess.

My C++ and Upp knowledge is very limited, C knowledge is pretty good.

It happens with Build 16324 and with the stable Build.

Edit:

I can compile it by this modification:

```
auto hSpawnConfig = winpty_spawn_config_new(
    WINPTY_SPAWN_FLAG_AUTO_SHUTDOWN,
    (wchar_t *) ~cmd,
    nullptr,
    (wchar_t *) (cd ? ~WString(cd) : nullptr),
    (wchar_t *) ~env,
    nullptr);
```

Then it compiles and runs, it opens a window, and closes it immediately without any error message.

I dont think this is the intended behaviour.
