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.