## Subject: Re: Can't compile Controls4u from UppHub Posted by dschoni on Wed, 28 Sep 2022 01:57:36 GMT

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Hi there ...

https://github.com/anboto/Anboto/tree/master/Controls4U Thanks for the Link to GitHub, Typhoor.

The upp repository contains in ActiveX\_base.h at line 28 WString ret(static\_cast<wchar \*>(bstr)); which is not accepted by the compiler.

But the Github code contains

WString ret((wchar \*)bstr);

which works.

So that seems to be actual.

I've corrected the upp code by using the ones from GitHub. The I've got the next problems: The same with Functions4U, which is included in the demo and is also compiling with errors.

From here on I'm lost, because the difference in the code is to much for me to handle. (I'm just a beginner ...)

Why is it so hard to make the examples working? Shouldn't these simply run out of the box?

Best regards dschoni

## File Attachments

1) Bild\_2022-09-28\_041747949.png, downloaded 493 times