
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 528 times
