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Subject: Can't compile ScatterCtrl\_Demo with current nightly build

Posted by [deep](#) on Wed, 28 Sep 2022 11:42:04 GMT

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Linux ubuntu version 20.04

Scatter control demo compiles well with 2022.1 stable version  
Build number 16270

Get following error with build version 16443 / 16446

upp/.config/u++/theide/UppHub/Scatter/ScatterCtrl/PopUpText.h:44:66: error: call to non-static member function without an object argument

```
PopUpInfo& SetFont(Upp::Font font) { LabelBase::SetFont(font); return *this; }  
~~~~~^~~~~~
```

/upp/.config/u++/theide/UppHub/Scatter/ScatterCtrl/PopUpText.h:45:66: error: call to non-static member function without an object argument

```
PopUpInfo& SetInk(Color color) { LabelBase::SetInk(color); return *this; }  
~~~~~^~~~~~
```

/upp/.config/u++/theide/UppHub/Scatter/ScatterCtrl/PopUpText.h:46:66: error: call to non-static member function without an object argument

```
PopUpInfo& SetAlign(int align) { LabelBase::SetAlign(align); return *this; }  
~~~~~^~~~~~
```

/upp/.config/u++/theide/UppHub/Scatter/ScatterCtrl/PopUpText.h:47:66: error: call to non-static member function without an object argument

```
PopUpInfo& SetImage(const Image& img, int spc = 0) { LabelBase::SetImage(img, spc);  
return *this; }  
~~~~~^~~~~~
```

/upp/.config/u++/theide/UppHub/Scatter/ScatterCtrl/PopUpText.h:48:66: error: call to non-static member function without an object argument

```
PopUpInfo& SetText(const char *text) { LabelBase::SetText(text); return *this; }  
~~~~~^~~~~~
```

In file included from

/home/deepak/out/UppHubApps/ScatterCtrl/CLANG.Debug.Debug\_Full.Gui.Shared/ScatterCtrl\$bitz.cpp:21:

/upp/.config/u++/theide/UppHub/Scatter/ScatterCtrl/PopUpText.cpp:35:2: error: use of undeclared identifier 'PaintLabel'

```
PaintLabel(w, 0, 0, sz.cx, sz.cy, !IsShowEnabled(), false, false, VisibleAccessKeys());  
^
```

6 errors generated.

5 errors generated.

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