
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\$blitz.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.
