
Subject: Re: different compiler produces different look?

Posted by [mirek](#) on Wed, 25 Oct 2006 13:07:10 GMT

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forlano wrote on Wed, 25 October 2006 08:53luzr wrote on Wed, 25 October 2006 02:50Definitely a bug, either in U++ or your code, most likely uninitialized variable somewhere.

Can you create a simple testcase package?

Mirek

After some investigation I discovered what may be a problem in my app.
I've one arrayctrl that uses Display in a file

```
struct FontDisplay : Display {  
    virtual void Paint(Draw& w, const Rect& r, const Value& q,  
        Color ink, Color paper, dword style) const  
    { Font fnt = Courier(13).Bold(); //Font(q, r.Height() - 2);  
      String txt = AsString(q);  
      w.DrawRect(r, paper);  
      w.DrawText(r.left + 2, r.top + (r.Height() - GetTextSize(txt, fnt).cy) / 2, txt, fnt, ink);  
    }  
};
```

Then in another file another arrayctrl use the almost identical Display

```
struct FontDisplay : Display {  
    virtual void Paint(Draw& w, const Rect& r, const Value& q,  
        Color ink, Color paper, dword style) const  
    {  
      Font fnt = Courier(14); //Font(q, r.Height() - 2);  
      String txt = AsString(q);  
      w.DrawRect(r, paper);  
      w.DrawText(r.left + 2, r.top + (r.Height() - GetTextSize(txt, fnt).cy) / 2, txt, fnt, ink);  
    }  
};
```

It seems that the two Display collides in some manner. In fact if I remove one of them the look is the same with both compiler. Otherwise it is different: With MSC8 both have BOLD font; with Mingw both haven't the BOLD font.

Have I use only one Display?

Is this explanation enough to let you to understand the problem? Otherwise I try to do the package.

Luigi

Definitely, this is the problem. Actually, this is rather a problem in C++ build process (non-U++ related). You simply cannot have to different classes with the same name. Surprisingly, there is some problem detecting this situation in linker (I am not quite sure why, Tom know that .

Moral of the story: Class name clash is problem.

Mirek
