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Subject: Re: Interfacing with Matplot++ and SVG display

Posted by [upbolo](#) on Tue, 26 Dec 2023 11:10:08 GMT

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Hi,

Thanks, I managed to do most of the things you suggested and it seems to be working well. I got my executable where I wanted and also got familiar with the basic functionalities of theIDE. However The scatterDraw example did not compile. it threw 19 errors connected to type-names such as this:

```
/u++/theide/UppHub/eigen/plugin/eigen/Eigen/src/Core/arch/NEON/PacketMath.h (65): error:
unknown type name 'float32x4_t'; did you mean 'Upp::float32x4_t'?
```

I guess I just have to modify the PacketMath.h file if I am not missing anything.

Thanks again,  
upbolo

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