
Subject: Re: OpenBSD porting problem
Posted by [mirek](#) on Sun, 14 Jan 2007 21:56:53 GMT
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Well, there is

```
WString(const std::wstring& s);  
operator std::wstring() const;
```

(STL compatibility...)

and std::wstring should have been included via

```
#include <string>
```

in Core.h.

Seems like something is different about STL and OpenBSD.

Mirek
