
Subject: Extending an existing widget...

Posted by [ptkacz](#) on Mon, 03 Dec 2018 03:33:46 GMT

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Hi All,

I'm attempting to extend EditValue, based on how a class like EditString is defined, found listed within the EditCtrl.h header file. The definition looks like:

```
class ExtendedEdit : public EditValue<WString, ConvertString> {  
public:  
    typedef ExtendedEdit CLASSNAME;  
    ...  
};
```

Unfortunately, the error error: expected template-name before '<' token results in being generated. If EditCtrl.h is included, a whole slew of compilation errors result. Since EditCtrl.h's parent file is, CtrlLib.h that's included instead.

How is it that class EditString : public EditValue<WString, ConvertString> {...} is defined, but does not receive the error, error: expected template-name before '<' token?

Peter

PS: It's a shame that there are header files that include some useful functions or methods, and when included, bomb because they are dependant on other libraries being included prior. From a software design perspective, shouldn't each library file stand on it's own with the expected includes?

Subject: Re: Extending an existing widget...

Posted by [dolik.rce](#) on Mon, 03 Dec 2018 05:57:16 GMT

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Hi Peter,

Silly guess: The EditValue (and everything else in U++ :)) is defined in namespace Upp. Your code snippet doesn't mention this, so maybe you forgot to use the namespace:

Upp::EditValue<Upp::WString, Upp::convertString>? Or wrap the whole thing in namespace Upp { ... }, but that would define your ExtendedEdit in Upp namespace as well, which might not be exactly what you want.

Best regards,
Honza

Subject: Re: Extending an existing widget...
Posted by [ptkacz](#) on Wed, 05 Dec 2018 03:26:32 GMT
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Hi Honza. Intriguing. I didn't include the namespace and when did (i.e. using namespace Upp;), the application was able to compile! Thanks for the suggestion!

Peter
