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Subject: [SOLVED] Added my own .h file, struggling to use the String type  
Posted by [xrysf03](#) on Sun, 20 Oct 2019 20:35:42 GMT

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Dear everyone,

this looks like a noob issue...

I've created something simple in U++, using TheIDE and MinGW as a compiler. As long as I use the String type in the project's main translation unit, I'm fine.

At some point down the road, I've moved some of my code into a new .cpp file and a new .h file in the same project and directory. Trying to create a separate translation unit - a local library if you will. If I `#include <String>`, I'm getting "error: 'String' does not name a type" . I've tried putting "using namespace Upp;" on top of the file, I've tried qualifying the String in variable declarations as `Upp::String...` none of that helps (the compiler even says that the Upp namespace doesn't exist). I'm not very fluent in the namespaces and this is probably something pretty simple... Any help would be welcome.

Actually I've just found out that if I `#include <Core/String.h>`, I get rid of the "String undeclared" error message, but instead I get a waterfall of complaints about `WChar`, `'byte'` and `'force_inline'` etc. not being declared (messages coming from `String.h`). I'm puzzled... Is there some upper-level header file that I should `#include` in the first place?

Frank Rysanek

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Subject: Re: Added my own .h file, struggling to use the String type  
Posted by [xrysf03](#) on Sun, 20 Oct 2019 21:46:30 GMT

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Okay, so I assume the sweet secret is:

```
#include <CtrlLib/CtrlLib.h>
using namespace Upp;
```

at the top of my own .H file...

Frank

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Subject: Re: Added my own .h file, struggling to use the String type  
Posted by [koldo](#) on Mon, 21 Oct 2019 09:23:04 GMT

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Hi Frank

Do not worry. Even after some years working with U++, sometimes I forget some .h. Lots of times I do not begin with empty files, but from previous files.

Anyway, comparing with other environments, in my opinion, U++ is simple and nice with the programmer.

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Subject: Re: Added my own .h file, struggling to use the String type

Posted by [xrysf03](#) on Mon, 21 Oct 2019 21:50:40 GMT

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@koldo: thanks for your warm, reassuring response :) I'm a noob, I need to find my way around and about. Overall U++ feels stable and to the point, I like it. I cannot say I have enough time to play with it, but as this is a hobby project, there are no deadlines to rush me and haunt me.

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