
Subject: 606-dev3 compile error with iml
Posted by [forlano](#) on Fri, 23 Jun 2006 06:51:01 GMT
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Hello,

I'm getting error message from compiler confined in the iml package. For example: the example package "iml" gives (under MSC8):

```
C:\upp\reference\iml\image.cpp(11) : error C2228: left of '.GetSize' must have class/struct/union
    type is "unknown-type"
C:\upp\reference\iml\image.cpp(11) : error C3861: 'Smiley': identifier not found
C:\upp\reference\iml\image.cpp(12) : error C3861: 'Smiley': identifier not found
```

My application doesn't compile with error:

```
C:\upp\uppsrc\Draw\iml_source.h(22) : error C2653: 'IMAGECLASS' : is not a class or namespace
name
C:\upp\uppsrc\Draw\iml_source.h(23) : error C2653: 'IMAGECLASS' : is not a class or namespace
name
C:\upp\uppsrc\Draw\iml_source.h(23) : error C2065: 'COUNT' : undeclared identifier
C:\Vega\Vega5\Vega.iml(32) : error C2078: too many initializers
```

The previous version compiled very good. Any idea?

Luigi

Subject: Re: 606-dev3 compile error with iml
Posted by [forlano](#) on Fri, 23 Jun 2006 07:31:54 GMT
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[quote title=forlano wrote on Fri, 23 June 2006 08:51]

After adding a

```
#define IMAGECLASS Vega5Img
```

(that was not necessary in the previous version) my application removed the previous error and gives:

```
C:\Vega\Vega5\VegaTab1.cpp(49) : error C3861: 'imgYes': identifier not found
C:\Vega\Vega5\VegaTab1.cpp(49) : error C3861: 'imgNo': identifier not found
C:\Vega\Vega5\VegaTab1.cpp(49) : error C3861: 'imgMaybe': identifier not found
C:\Vega\Vega5\VegaTab1.cpp(89) : error C2228: left of '.GetSize' must have class/struct/union
    type is "unknown-type"
C:\Vega\Vega5\VegaTab1.cpp(89) : error C2228: left of '.cy' must have class/struct/union
C:\Vega\Vega5\VegaTab1.cpp(89) : error C3861: 'imgYes': identifier not found
C:\Vega\Vega5\VegaTab1.cpp(129) : error C2065: 'female' : undeclared identifier
C:\Vega\Vega5\VegaTab1.cpp(129) : error C2065: 'male' : undeclared identifier
```

In particular seems that the error is localized in .GetSize. Moreover there is a problem with the

identifier. Maybe the API changed?

Luigi

Subject: Re: 606-dev3 compile error with iml
Posted by [mirek](#) on Fri, 23 Jun 2006 07:37:34 GMT

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[quote title=forlano wrote on Fri, 23 June 2006 03:31]forlano wrote on Fri, 23 June 2006 08:51
After adding a

```
#define IMAGECLASS Vega5Img
```

(that was not necessary in the previous version) my application removed the previous error and gives:

```
C:\Vega\Vega5\VegaTab1.cpp(49) : error C3861: 'imgYes': identifier not found
```

```
C:\Vega\Vega5\VegaTab1.cpp(49) : error C3861: 'imgNo': identifier not found
```

```
C:\Vega\Vega5\VegaTab1.cpp(49) : error C3861: 'imgMaybe': identifier not found
```

```
C:\Vega\Vega5\VegaTab1.cpp(89) : error C2228: left of '.GetSize' must have class/struct/union  
type is "unknown-type"
```

```
C:\Vega\Vega5\VegaTab1.cpp(89) : error C2228: left of '.cy' must have class/struct/union
```

```
C:\Vega\Vega5\VegaTab1.cpp(89) : error C3861: 'imgYes': identifier not found
```

```
C:\Vega\Vega5\VegaTab1.cpp(129) : error C2065: 'female' : undeclared identifier
```

```
C:\Vega\Vega5\VegaTab1.cpp(129) : error C2065: 'male' : undeclared identifier
```

In particular seems that the error is localized in .GetSize. Maybe the API changed?

Luigi

I am sorry, but yes. CLASSNAME is now required. Please check whether you have not forgot to place Vega5Img:: before images, like Vega5Img::imgYes.

BTW, I could add patch to keep CLASSNAME-less images working, however, this would not play well with recent development (each iml CLASSNAME now has corresponding object wrapper etc..).

Mirek

Subject: Re: 606-dev3 compile error with iml
Posted by [forlano](#) on Fri, 23 Jun 2006 07:55:00 GMT

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luzr wrote on Fri, 23 June 2006 09:37

I am sorry, but yes. CLASSNAME is now required. Please check whether you have not forgot to place Vega5Img:: before images, like Vega5Img::imgYes.

I've added Vega5Img:: before my image and the complains were reduced. Still remains problem here:

```
Size isz = Vega5Img::imgYes.GetSize();  
"C:\Vega\Vega5\VegaTab1.cpp(23) : error C2228: left of '.GetSize' must have class/struct/union"
```

it is the same problem of the reference example. It seems .GetSize disappeared as method.

Luigi

Subject: Re: 606-dev3 compile error with iml
Posted by [mirek](#) on Fri, 23 Jun 2006 08:29:27 GMT
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forlano wrote on Fri, 23 June 2006 03:55luzr wrote on Fri, 23 June 2006 09:37

I am sorry, but yes. CLASSNAME is now required. Please check whether you have not forgot to place Vega5Img:: before images, like Vega5Img::imgYes.

I've added Vega5Img:: before my image and the complains were reduced. Still remains problem here:

```
Size isz = Vega5Img::imgYes.GetSize();  
"C:\Vega\Vega5\VegaTab1.cpp(23) : error C2228: left of '.GetSize' must have class/struct/union"
```

it is the same problem of the reference example. It seems .GetSize disappeared as method.

Luigi

```
Size isz = Vega5Img::imgYes().GetSize();
```

Paranthesis!!!

But they were required before too here...

Mirek

Subject: Re: 606-dev3 compile error with iml
Posted by [forlano](#) on Fri, 23 Jun 2006 11:36:56 GMT
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luzr wrote on Fri, 23 June 2006 10:29
Paranthesis!!!

But they were required before too here...

Mirek

Opsss... but it worked with the previous release so I was not aware of it. Here is the code of the package "iml" in the reference example coming with the distro. Now it works (Added define IMAGECLASS and iml:: everywhere.

Thanks,
Luigi

```
#include <CtrlLib/CtrlLib.h>
```

```
#define IMAGECLASS iml
```

```
#define IMAGEFILE <iml/image.iml>
```

```
#include <Draw/iml.h>
```

```
struct App : TopWindow {
```

```
void Paint(Draw& w)
```

```
{
```

```
    Size sz = GetSize();
```

```
    w.DrawRect(sz, SGray);
```

```
    Size isz = iml::Smiley().GetSize();
```

```
    w.DrawImage((sz.cx - isz.cx) / 2, (sz.cy - isz.cy) / 2, iml::Smiley());
```

```
}
```

```
App()
```

```
{
```

```
    Sizeable();
```

```
    BackPaint();
```

```
}
```

```
};
```

```
GUI_APP_MAIN
```

```
{
```

```
    App().Run();
```

```
}
```