Subject: 606-dev3 compile error with iml
Posted by forlano on Fri, 23 Jun 2006 06:51:01 GMT

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

[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
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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
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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 couldadd 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 Veg5Img:: 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 Veg5Img:: 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();
}
```