Subject: upp and boost - t_
Posted by qwerty on Thu, 06 Jul 2006 07:50:48 GMT
View Forum Message <> Reply to Message

Boost uses 't_' for templates somewhere. So be warn of it, when errors with 't_' occurs, and you get somthing with 't_GetLngString' in boost libs

---

Subject: Re: upp and boost - t_
Posted by qwerty on Thu, 06 Jul 2006 11:13:09 GMT
View Forum Message <> Reply to Message

...renamed all 't_' in upp sources including named one file. If somebody knows common solution, feel free to drop a note.

---

Subject: Re: upp and boost - t_
Posted by unodgs on Thu, 06 Jul 2006 12:43:39 GMT
View Forum Message <> Reply to Message

qwerty wrote on Thu, 06 July 2006 07:13...renamed all 't_' in upp sources including named one file. If somebody knows common solution, feel free to drop a note.

I don't use boost but wouldn't be enough to include boost.h before any of upp include??

---

Subject: Re: upp and boost - t_
Posted by qwerty on Fri, 07 Jul 2006 06:09:44 GMT
View Forum Message <> Reply to Message

...hmm,this wouldn't get onto my mind... I'll try, thanx...

---

Subject: Re: upp and boost - t_
Posted by qwerty on Mon, 14 Aug 2006 15:24:36 GMT
View Forum Message <> Reply to Message

yes, as you said

---

Subject: Re: upp and boost - t_
Posted by cioannou on Wed, 25 Oct 2006 12:39:22 GMT
View Forum Message <> Reply to Message

Could you please spend some time in giving us some hints how you managed to inlclude boost in your upp project?

I keep getting lib not found errors.

Thanks

---

Subject: Re: upp and boost - t_
Posted by qwerty on Tue, 21 Nov 2006 11:06:12 GMT
View Forum Message <> Reply to Message

it was really as unodgs said.
I've included needed .h boost before any upp .h

I am programming under linux environment and using various libraries.

was it helpfull?? if not, keep asking

---

Subject: Re: upp and boost - t_
Posted by cioannou on Tue, 21 Nov 2006 14:30:06 GMT
View Forum Message <> Reply to Message

Thanks but it did not help

here is the error:

Linking...
 \mingw\lib\gcc\mingw32\3.4.2\..\..\..\..\mingw32\bin\ld.exe: cannot find
-IC:\Dev-Cpp\include\boost\bin\boost\libs\filesystem\build\l
ibboost_filesystem.lib\mingw\release\runtime-link-static\lib boost_filesystem-mgw-s-1_33_1.lib

---

Subject: Re: upp and boost - t_
Posted by cioannou on Tue, 21 Nov 2006 14:43:11 GMT
View Forum Message <> Reply to Message

I noticed a difference between Dev-Cpp and U++.

Dev-Cpp uses g++ to compile the project and U++ uses c++ to compile , ringing any bells?

---

Subject: Re: upp and boost - t_
Posted by mirek on Tue, 21 Nov 2006 15:17:59 GMT
View Forum Message <> Reply to Message

If this is the exact copy, there is strange space (*):

lib(*)boost_filesystem-mgw-s-1_33_1.lib

Would you mind posting your .upp (that is in package) and .bm (build method definition - in TheIDE directory) files?

(Note: That space can be some obscure U++ bug as well, not necessarily a bug in your setup. But I would like to see the files anyway).

Mirek

---

## Subject: Re: upp and boost - t_
Posted by cioannou on Tue, 21 Nov 2006 15:27:25 GMT
View Forum Message <> Reply to Message

Here is what I did again!

1) extracted boost in "Myapps"
2) Set MINGW_ROOT to UPP\mingw
3) bjam "-sTOOLS=mingw" install
4) -IC:\Boost\lib\boost_filesystem-mgw-1_33_1.dll

And ....it linked!!

Now I have to try to use it.

The difference is that the first time I used the Dev-Cpp mingw to build boost. I do not understand why it linked fine now.

With the previous build I had no dlls only lib files.

Anyway, I will now try to use some boost functionality and let you know.

I really appreciate your effort and help. Thank you very much.

---

## Subject: Re: upp and boost - t_
Posted by cioannou on Wed, 22 Nov 2006 14:00:36 GMT
View Forum Message <> Reply to Message

Unfortunately it links but it does not run.

---

Subject: Re: upp and boost - t_
Posted by mobilehunter on Fri, 08 Dec 2006 07:51:19 GMT
View Forum Message <> Reply to Message

I can compile and link with boost library.
I cannot use blitz mode, since compiler will compain about 't_G' something.
Any solution working with blitz mode?

My project is GUI wrapper for existing application.
My test was, create a GUI and just add old source code that use boost library to the project and compile.
At the GUI part i still not use the old code, just template.

Subject: Re: upp and boost - t_
Posted by mirek on Fri, 08 Dec 2006 08:20:59 GMT
View Forum Message <> Reply to Message

mobilehunter wrote on Fri, 08 December 2006 02:51I can compile and link with boost library.
I cannot use blitz mode, since compiler will compain about 't_G' something.
Any solution working with blitz mode?


I am not sure in what mode are you using boost? Linked library?

Mirek

Subject: Re: upp and boost - t_
Posted by mobilehunter on Fri, 08 Dec 2006 09:59:18 GMT
View Forum Message <> Reply to Message

luzr wrote on Fri, 08 December 2006 17:20mobilehunter wrote on Fri, 08 December 2006 02:51I can compile and link with boost library.
I cannot use blitz mode, since compiler will compain about 't_G' something.
Any solution working with blitz mode?


I am not sure in what mode are you using boost? Linked library?

Mirek

My link mode option is 'Use shared libs'.

Subject: Re: upp and boost - t_
Posted by mirek on Fri, 08 Dec 2006 10:21:22 GMT

mobilehunter wrote on Fri, 08 December 2006 04:59luzr wrote on Fri, 08 December 2006 17:20mobilehunter wrote on Fri, 08 December 2006 02:51I can compile and link with boost library.
I cannot use blitz mode, since compiler will compain about 't_G' something.
Any solution working with blitz mode?


I am not sure in what mode are you using boost? Linked library?

Mirek

My link mode option is 'Use shared libs'.

Ah, I meant whether you are trying to compile as sources in TheIDE,  or just put .so in the project.. (looks like second option).

Well, I guess 't_*' name clash was mentioned before. Maybe it is not that hard to avoid this clash in U++. Adding to list

Mirek

---

## Subject: Re: upp and boost - t_
Posted by mirek on Fri, 08 Dec 2006 10:30:16 GMT

BTW, can you add *exact* error messages you got? (copy->paste)

Mirek

---

## Subject: Re: upp and boost - t_
Posted by mobilehunter on Mon, 11 Dec 2006 05:30:01 GMT

I just linking against boost, i got the compiled library which complied by VS.Net 2003.
Here are the error descriptions.


include\boost\bind.hpp(95) : error C2614: 'boost::_bi::value<T>' : illegal member initialization:
't_GetLngString'
is not a base or member

with
[
 T=ChainBox *
]

---

include\boost\bind.hpp(95) : while compiling class-template member function
'boost::_bi::value<T>::value(const T & )'
with
[
 T=ChainBox *
]
include\boost\bind.hpp(249) : see reference to class template instantiation 'boost::_bi::value<T>'
being compiled
with
[
 T=ChainBox *
]
include\boost\bind\bind_template.hpp(161) : see reference to class template instantiation
'boost::_bi::list1<A1>'
being compiled
with
[
 A1=boost::_bi::list_av_1<ChainBox *>::B1
]
G:\MyApps\Main\ChainBox.cpp(74) : see reference to class template instantiation
'boost::_bi::bind_t<R,F,L>'
being compiled
with
[
 R=void,
 F=boost::_mfi::mf0<void,ChainBox>,
 L=boost::_bi::list1<boost::_bi::list_av_1<ChainBox *>::B1>
]

---

Subject: Re: upp and boost - t_
Posted by mirek on Mon, 11 Dec 2006 08:23:04 GMT
View Forum Message <> Reply to Message

Hm, seems I will have to install the boost after all..

What is in ChainBox?

Mirek

---

Subject: Re: upp and boost - t_
Posted by mobilehunter on Tue, 12 Dec 2006 01:48:29 GMT
View Forum Message <> Reply to Message

luzr wrote on Mon, 11 December 2006 17:23Hm, seems I will have to install the boost after all..

What is in ChainBox?

Mirek

Inside ChainBox class i do this from member function

mThread = new boost::thread(boost::bind(&ChainBox::startChain,this));

If i commented that line everything is ok.
Another thing i found is, after i commented, the compilation works, but when i uncommented back.
why the compilation result still ok? But if i do rebuild all the boost error message will show.

---