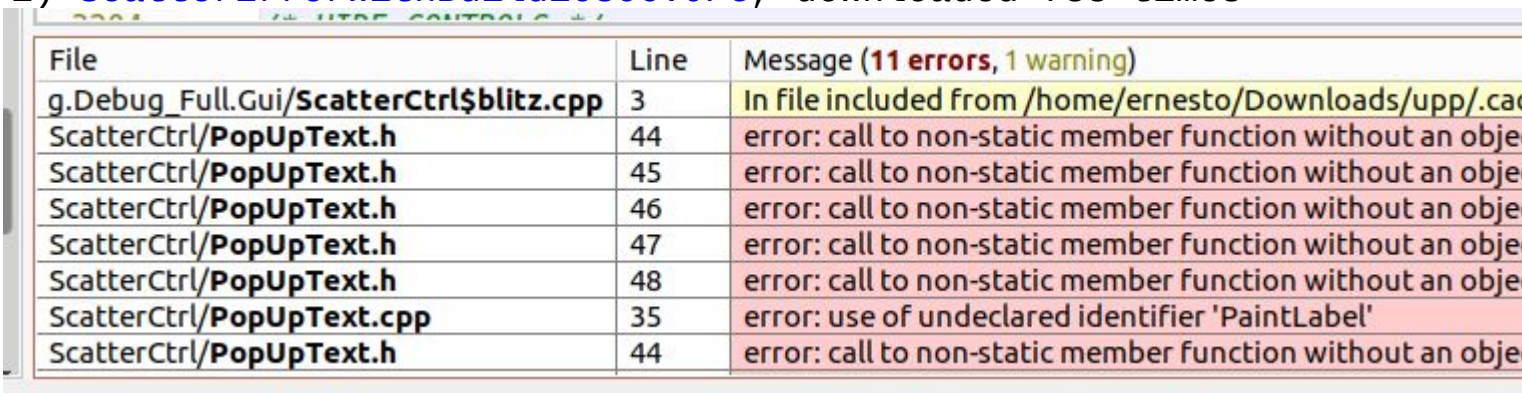
Subject: Build 16306 throws ScatterCtrl errors
Posted by ecapuano on Wed, 13 Jul 2022 04:58:09 GMT
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I can compile with older versions but once i install latest builds it throws a lot of errors on ScatterCtrl package

File Attachments

1) ScatterErrorWithBuild16306.JPG, downloaded 733 times



File	Line	Message (**11 errors**, 1 warning)
g.Debug_Full.Gui/**ScatterCtrl$blitz.cpp**	3	In file included from /home/ernesto/Downloads/upp/.ca
ScatterCtrl/**PopUpText.h**	44	error: call to non-static member function without an obje
ScatterCtrl/**PopUpText.h**	45	error: call to non-static member function without an obje
ScatterCtrl/**PopUpText.h**	46	error: call to non-static member function without an obje
ScatterCtrl/**PopUpText.h**	47	error: call to non-static member function without an obje
ScatterCtrl/**PopUpText.h**	48	error: call to non-static member function without an obje
ScatterCtrl/**PopUpText.cpp**	35	error: use of undeclared identifier 'PaintLabel'
ScatterCtrl/**PopUpText.h**	44	error: call to non-static member function without an obje

Subject: Re: Build 16306 throws ScatterCtrl errors
Posted by Klugier on Fri, 15 Jul 2022 21:21:27 GMT
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Hello Ecapuano,

ScatterCtrl on UppHub needs to be updated to Anboto's version in order to fix this issue.

Klugier

Subject: Re: Build 16306 throws ScatterCtrl errors
Posted by Klugier on Sat, 23 Jul 2022 16:58:00 GMT
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Hello Ecapuano,

Please try now. We are migrated to Anboto version of Scatter and it shouldn't have this problem. Optimally reinstall all UppHub packages. Upgrading/updating in this case is insufficient.

Klugier

Subject: Re: Build 16306 throws ScatterCtrl errors
Posted by ecapuano on Sun, 24 Jul 2022 17:46:49 GMT
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Hello Klugier, thanks indeed i updated and it is working now