
Subject: Can't compile ScatterCtrl_Demo with current nightly build

Posted by [deep](#) on Wed, 28 Sep 2022 11:42:04 GMT

[View Forum Message](#) <> [Reply to Message](#)

Linux ubuntu version 20.04

Scatter control demo compiles well with 2022.1 stable version

Build number 16270

Get following error with build version 16443 / 16446

upp/.config/u++/theide/UppHub/Scatter/ScatterCtrl/PopUpText.h:44:66: error: call to non-static member function without an object argument

```
    PopUpInfo& SetFont(Upp::Font font)          { LabelBase::SetFont(font); return *this; }
                ~~~~~^~~~~~
```

/upp/.config/u++/theide/UppHub/Scatter/ScatterCtrl/PopUpText.h:45:66: error: call to non-static member function without an object argument

```
    PopUpInfo& SetInk(Color color)              { LabelBase::SetInk(color); return *this; }
                ~~~~~^~~~~~
```

/upp/.config/u++/theide/UppHub/Scatter/ScatterCtrl/PopUpText.h:46:66: error: call to non-static member function without an object argument

```
    PopUpInfo& SetAlign(int align)              { LabelBase::SetAlign(align); return *this; }
                ~~~~~^~~~~~
```

/upp/.config/u++/theide/UppHub/Scatter/ScatterCtrl/PopUpText.h:47:66: error: call to non-static member function without an object argument

```
    PopUpInfo& SetImage(const Image& img, int spc = 0) { LabelBase::SetImage(img, spc);
return *this; }
```

```
                ~~~~~^~~~~~
```

/upp/.config/u++/theide/UppHub/Scatter/ScatterCtrl/PopUpText.h:48:66: error: call to non-static member function without an object argument

```
    PopUpInfo& SetText(const char *text)        { LabelBase::SetText(text); return *this; }
                ~~~~~^~~~~~
```

In file included from

/home/deepak/out/UppHubApps/ScatterCtrl/CLANG.Debug.Debug_Full.Gui.Shared/ScatterCtrl\$blitz.cpp:21:

/upp/.config/u++/theide/UppHub/Scatter/ScatterCtrl/PopUpText.cpp:35:2: error: use of undeclared identifier 'PaintLabel'

```
    PaintLabel(w, 0, 0, sz.cx, sz.cy, !IsShowEnabled(), false, false, VisibleAccessKeys());
    ^
```

6 errors generated.

5 errors generated.

Subject: Re: Can't compile ScatterCtrl_Demo with current nightly build

Posted by [peterh](#) on Wed, 28 Sep 2022 12:35:45 GMT

[View Forum Message](#) <> [Reply to Message](#)

It compiles and runs here on Windows Build 16446, everything fresh installed.
The line numbers in PopUpText.h are different here, e.g. Line 48 is an empty line.

Maybe something is out of date?

Subject: Re: Can't compile ScatterCtrl_Demo with current nightly build
Posted by [koldo](#) on Wed, 28 Sep 2022 14:00:04 GMT
[View Forum Message](#) <> [Reply to Message](#)

Please use the UppHub sources hosted in <https://github.com/anboto>. They are maintained and improved. Bugs are solved overnight.
The author of ScatterCtrl/ScatterDraw does not guarantee the functionality of other sources.
