Subject: sqlite3 compile problems on fresh install
Posted by rbmatt on Thu, 20 Jul 2006 05:22:34 GMT
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I did a fresh install of U++ 605 (MinGW bundled) and also 607-Dev-1. When I added the plugins/sqlite3 package, my project would not compile (see errors copied below). A few core hacks allowed it compile, but I'm not sure if that messes anything up.

Quote:----- CtrlLib (GUI GCC DEBUG DEBUG_FULL BLITZ WIN32) (1 / 13)
BLITZ: LabelBase.cpp Button.cpp Switch.cpp EditField.cpp Text.cpp LineEdit.cpp DocEdit.cpp ScrollBar.cpp HeaderCtrl.cpp ArrayCtrl.cpp Drop
Box.cpp DropList.cpp DropPusher.cpp DropChoice.cpp Static.cpp Splitter.cpp SliderCtrl.cpp ColumnList.cpp Progress.cpp AKeys.cpp RichTe
xtView.cpp RichClip.cpp Prompt.cpp Help.cpp Bar.cpp MenuBar.cpp ToolBar.cpp ToolTip.cpp StatusBar.cpp TabCtrl.cpp TreeCtrl.cpp DlgColo
r.cpp ColorPopup.cpp ColorPusher.cpp FileList.cpp FileSel.cpp PrinterJob.cpp Windows.cpp Win32.cpp CtrlUtil.cpp Update.cpp LNGCtrl.cpp

ChWin32.icpp
CtrlLib.icpp
CtrlLib: 44 file(s) built in (0:30.86), 701 msecs / file, duration = 31188 msecs
----- plugin\sqlite3 (GUI GCC DEBUG DEBUG_FULL BLITZ WIN32) (2 / 13)
Sqlite3upp.cpp
alter.c
analyze.c
attach.c
auth.c
btree.c
build.c
callback.c
complete.c
date.c
delete.c
expr.c
func.c
hash.c
insert.c
legacy.c
main.c
opcodes.c
os_unix.c
os_win.c
pager.c
parse.c
pragma.c
prepare.c
printf.c
random.c
select.c

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table.c
tokenize.c
trigger.c
update.c
utf.c
util.c
vacuum.c
vdbe.c
vdbeapi.c
vdbeaux.c
vdbefifo.c
vdbemem.c
where.c
plugin\sqlite3: 40 file(s) built in (0:15.23), 380 msecs / file, duration = 15266 msecs
----- SqlCtrl ( GUI GCC DEBUG DEBUG_FULL BLITZ WIN32 ) (3 / 13)
BLITZ: SqlCtrl.cpp SqlArray.cpp SqlDetail.cpp SqlDlg.cpp SqlConsole.cpp SqlObjectTree.cpp
In file included from C:/upp/out/SqlCtrl/MINGW.Debug_full.Gui/$blitz.cpp:19:
C:\upp\uppsrc\SqlCtrl\SqlConsole.cpp:4:31: DocTypes/DocTypes.h: No such file or directory
In file included from C:/upp/out/SqlCtrl/MINGW.Debug_full.Gui/$blitz.cpp:19:
C:\upp\uppsrc\SqlCtrl\SqlConsole.cpp: In member function `void SqlConsole::ListPrintRow()':
C:\upp\uppsrc\SqlCtrl\SqlConsole.cpp:535: error: `DocReport' undeclared (first use this function)
C:\upp\uppsrc\SqlCtrl\SqlConsole.cpp:535: error: (Each undeclared identifier is reported only once
for each function it appears in.)
C:\upp\uppsrc\SqlCtrl\SqlConsole.cpp:535: error: expected `;' before "report"
C:\upp\uppsrc\SqlCtrl\SqlConsole.cpp:536: error: `report' undeclared (first use this function)
C:\upp\uppsrc\SqlCtrl\SqlConsole.cpp: In member function `void SqlConsole::ListPrintList()':
C:\upp\uppsrc\SqlCtrl\SqlConsole.cpp:553: error: `DocReport' undeclared (first use this function)
C:\upp\uppsrc\SqlCtrl\SqlConsole.cpp:553: error: expected `;' before "report"
C:\upp\uppsrc\SqlCtrl\SqlConsole.cpp:554: error: `report' undeclared (first use this function)
In file included from C:/upp/out/SqlCtrl/MINGW.Debug_full.Gui/$blitz.cpp:29:
C:\upp\uppsrc\SqlCtrl\SqlObjectTree.cpp: In member function `void
SqlObjectTree::OpenTableColumns(int, const SqlObjectTree::Item&)':
C:\upp\uppsrc\SqlCtrl\SqlObjectTree.cpp:358: error: call of overloaded `Add(int&, Image,
SqlObjectTree::Item, String&)' is ambiguous
C:/upp/uppsrc/CtrlLib/TreeCtrl.h:137: note: candidates are: int TreeCtrl::Add(int, const Image&,
Value, bool)
C:/upp/uppsrc/CtrlLib/TreeCtrl.h:138: note:                 int TreeCtrl::Add(int, const Image&, Value,
Value, bool)
C:\upp\uppsrc\SqlCtrl\SqlObjectTree.cpp:364: error: call of overloaded `Add(int&, const Nuller&,
SqlObjectTree::Item, String&)' is ambiguo
 us
C:/upp/uppsrc/CtrlLib/TreeCtrl.h:137: note: candidates are: int TreeCtrl::Add(int, const Image&,
Value, bool)
C:/upp/uppsrc/CtrlLib/TreeCtrl.h:138: note:                 int TreeCtrl::Add(int, const Image&, Value,
Value, bool)
C:\upp\uppsrc\SqlCtrl\SqlObjectTree.cpp:368: error: call of overloaded `Add(int&, const Nuller&,
SqlObjectTree::Item, String)' is ambiguou
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C:/upp/uppsrc/CtrlLib/TreeCtrl.h:137: note: candidates are: int TreeCtrl::Add(int, const Image&, Value, bool)
C:/upp/uppsrc/CtrlLib/TreeCtrl.h:138: note: int TreeCtrl::Add(int, const Image&, Value, Value, bool)
SqlCtrl_init.icpp
SqlCtrl: 7 file(s) built in (0:08.81), 1259 msecs / file, duration = 8891 msecs

There were errors. (0:55.39)

Subject: Re: sqlite3 compile problems on fresh install
Posted by mirek on Fri, 21 Jul 2006 12:38:38 GMT
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Sorry, a bug in U++ (you have just found it, thanks

Please remove DocTypes package (it is obsolete, that is why it is not distributed with U++, but somewhat references were not removed from SqlCtrl), then please remove #include <DocTypes/DocTypes.h> from SqlConsole.cpp.

Or wait for next dev release, it is now fixed...

Mirek

Subject: Re: sqlite3 compile problems on fresh install
Posted by rbmatt on Fri, 21 Jul 2006 15:04:43 GMT
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luzr wrote on Fri, 21 July 2006 08:38Please remove DocTypes package (it is obsolete, that is why it is not distributed with U++, but somewhat references were not removed from SqlCtrl), then please remove #include <DocTypes/DocTypes.h> from SqlConsole.cpp.
I did this and the first errors went away.
With MinGW, the "C:\upp\uppsrc\SqlCtrl\SqlObjectTree.cpp:358: error: call of overloaded `Add(int&, Image, SqlObjectTree::Item, String&)' is ambiguous" error still existed. I just added "true" as a parameter in all the calls that had the error at first. But I reinstalled after I installed VC++ and the error did not show up using that compiler.
