

---

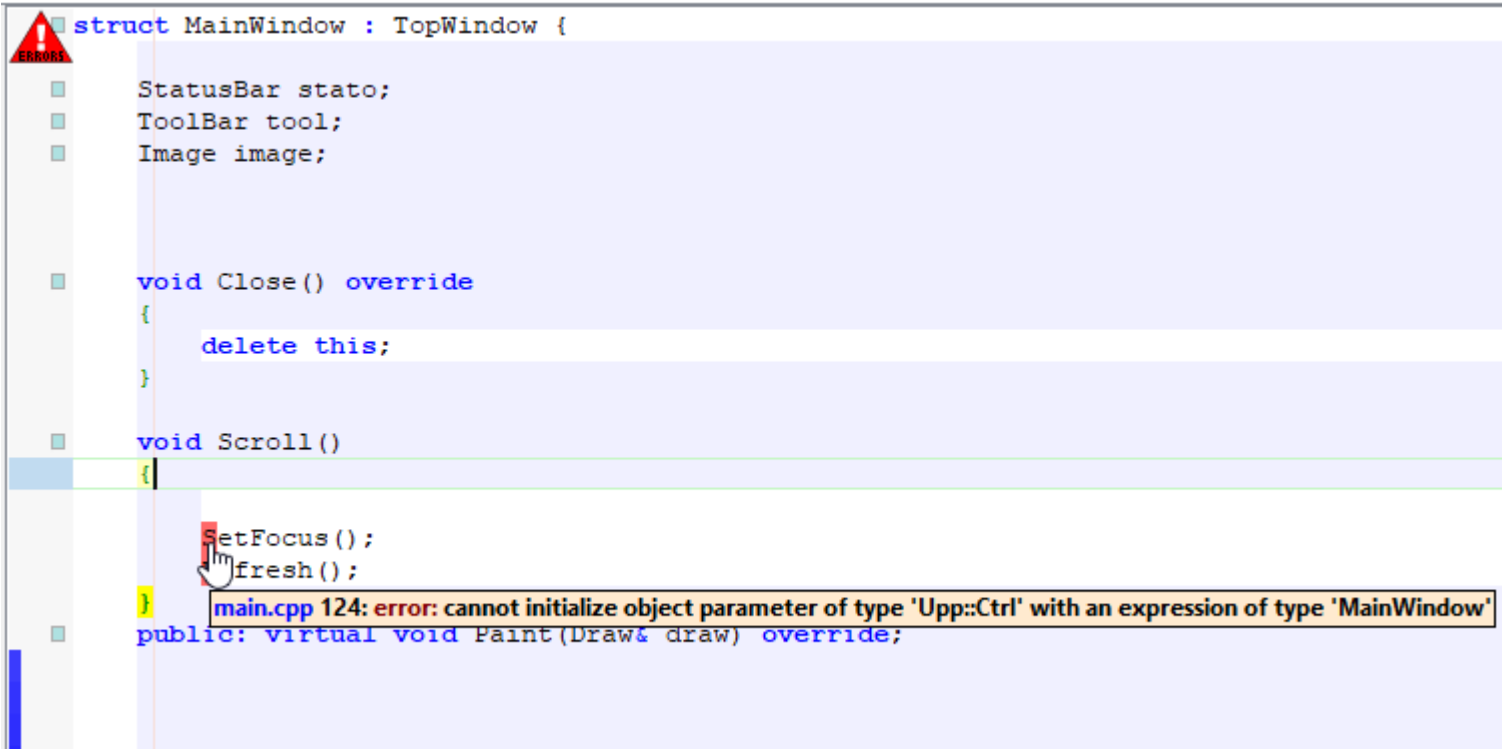
Subject: Assist++ : Parse error  
Posted by [Silvan](#) on Wed, 08 Feb 2023 08:33:39 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

After upgrading from 16270 to 16693 theide shows errors in the code but compile and run regularly.  
On another Pc the upgrade gives no problem.  
Any idea? Thank you

## File Attachments

1) [theide\\_xf2fqjd97h.png](#), downloaded 288 times



```
struct MainWindow : TopWindow {
    StatusBar stato;
    ToolBar tool;
    Image image;

    void Close() override
    {
        delete this;
    }

    void Scroll()
    {
        SetFocus();
        fresh();
    }
public: virtual void Paint(Draw& draw) override;
```

main.cpp 124: error: cannot initialize object parameter of type 'Upp::Ctrl' with an expression of type 'MainWindow'

---

Subject: Re: Assist++ : Parse error  
Posted by [Silvan](#) on Wed, 08 Feb 2023 09:50:05 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

It seems the parser do not find the header file.  
I don't know how it is possible since the configuration is standard...

---

Subject: Re: Assist++ : Parse error  
Posted by [zsolt](#) on Wed, 08 Feb 2023 15:22:12 GMT

---

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

---

Check the CLANG build method. Assist gets the options from that.

---

Subject: Re: Assist++ : Parse error  
Posted by [Silvan](#) on Wed, 08 Feb 2023 16:10:22 GMT

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

---

This is captured in theide just installed, and that is the Button example.  
As you can see the Draw package is underlined in red and below are underlined in red: iml.h,  
iml\_header.h, iml\_source.h.  
But that is just installed and in another PC it is ok .....

---

### File Attachments

1) [theide\\_YIkDp6axYv.png](#), downloaded 273 times

Button - GUI - TheIDE - C:\ProgramPortable\upp\examples\Button\Button.cpp UTF-8 LF { examples }

File Edit Project Build Debug Assist Setup Help

GUI CLANGx64 Debug

Button

- Core
- CtrlCore
- CtrlLib
- Draw
- Painter
- PdfDraw
- RichText
- plugin/bmp
- plugin/png
- plugin/z
- <prj-aux>
- <ide-aux>
- <temp-aux>
- <meta>

Button.cpp

Symbol/lineno (Ctrl+G)

ButtonApp

- ButtonApp : TopWindow
- count → int
- button → Button
- label → Label
- RefreshLabel() → void
- Click() → void
- CLASSNAME → typedef ButtonApp
- ButtonApp()

Button/Button.cpp

- GuiMainFn\_0 → void
- WinMain(HINSTANCE hInstance, HINSTANCE, ...)
- GuiMainFn\_0 → void

```

#include <CtrlLib/CtrlLib.h>
// http://java.sun.com/docs/...
using namespace Upp;

struct ButtonApp : TopWindow
{
    int count;
    Button button;
    Label label;

    void RefreshLabel ()
    {
        label = Format ("Number: %d", count);
    }

    void Click ()
    {
        ++count;
        RefreshLabel ();
    }

    typedef ButtonApp CLASSNAME;

    ButtonApp ()
    {
        count = 0;
        button <<= THISBACK (&ButtonApp::Click);
        button.SetLabel ("&I");
        Add (button.VCenterPos ());
        Add (label.BottomPos ());
        label.SetAlign (ALIGN_CENTER);
        Sizeable ().Zoomable ();
        RefreshLabel ();
    }
};

GUI_APP_MAIN
{
    ButtonApp ().Run ();
}

```

# ImageOp.h  
 ImageOp.cpp  
 ImageChOp.cpp  
 Mify.cpp  
 ImageScale.cpp  
 RescaleFilter.cpp  
 MakeCache.cpp  
 DrawRasterData.cpp  
 Uhd.cpp  
 Iml.cpp  
 Iml.h  
 Iml\_header.h  
 Iml\_source.h  
 DrawIml.iml  
 DDA  
 DDARasterizer.h  
 DDARasterizer.cpp  
 SDraw  
 SDraw.h  
 SDrawClip.cpp  
 SDrawPut.cpp  
 SDrawText.cpp

Subject: Re: Assist++ : Parse error  
 Posted by [Silvan](#) on Wed, 08 Feb 2023 16:13:39 GMT  
[View Forum Message](#) <> [Reply to Message](#)

Done. The path, include and lib are that from the original installation on both machine and are correct.

---

---

Subject: Re: Assist++ : Parse error  
Posted by [Silvan](#) on Thu, 09 Feb 2023 07:57:23 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Well I did another test.

I picked up the 16705 archive unpacked in c:\ on my pc (where there is the problem) and in a virtual machine running same os (win10).

On my PC the parser on the button examples (but also in all other program) gives a lot of syntax error (but build correctly),

on the virtual machine theide works as expected.

I did a binary compare of the c:\upp directory on both my and the virtual machine and that are identical.

So I guess the problem is theide and the problem is located in some information stored on my pc and used by theide outside

the upp directory.

I ask please if one of the developers could give some inside. Thank you

---

---

Subject: Re: Assist++ : Parse error  
Posted by [mirek](#) on Fri, 10 Feb 2023 07:51:56 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Silvan wrote on Wed, 08 February 2023 09:33After upgrading from 16270 to 16693 theide shows errors in the code but compile and run regularly.

On another Pc the upgrade gives no problem.

Any idea? Thank you

Are you using CLANG method to build?

---

---

Subject: Re: Assist++ : Parse error  
Posted by [mirek](#) on Fri, 10 Feb 2023 07:54:21 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Silvan wrote on Thu, 09 February 2023 08:57Well I did another test.

I picked up the 16705 archive unpacked in c:\ on my pc (where there is the problem) and in a virtual machine running same os (win10).

On my PC the parser on the button examples (but also in all other program) gives a lot of syntax error (but build correctly),

on the virtual machine theide works as expected.

I did a binary compare of the c:\upp directory on both my and the virtual machine and that are identical.

So I guess the problem is theide and the problem is located in some information stored on my pc and used by theide outside the upp directory.

I ask please if one of the developers could give some inside. Thank you

You can also try to unpack U++ to some other folder on the same machine that has problems (theide does not write anything outside its folder) (like c:/upp2). If the problem persist, there is probably some problem in Win10 environment variables. If not, we can continue digging.

Mirek

---

---

Subject: Re: Assist++ : Parse error  
Posted by [Silvan](#) on Fri, 10 Feb 2023 09:26:05 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Thank you Mirek.

Yes I use Clang method and yes I test it also in different folder, same problem.  
I also copied the folder from the VM (works) in the PC and don't works  
and viceversa from the PC (don't works) to the VM where it works.  
Which variable should I check?

---

---

Subject: Re: Assist++ : Parse error  
Posted by [mirek](#) on Fri, 10 Feb 2023 09:29:57 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Silvan wrote on Fri, 10 February 2023 10:26 Thank you Mirek.

Yes I use Clang method and yes I test it also in different folder, same problem.  
I also copied the folder from the VM (works) in the PC and don't works  
and viceversa from the PC (don't works) to the VM where it works.  
Which variable should I check?

For starters, all of them?

---

---

Subject: Re: Assist++ : Parse error  
Posted by [Silvan](#) on Fri, 10 Feb 2023 12:14:51 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

I used this tool <https://www.rapidee.com/en/about> to check for some difference in System Variable

or User Variable.... but there are none.  
I also played with regional and language setting with no result.

---

---

Subject: Re: Assist++ : Parse error  
Posted by [Silvan](#) on Thu, 16 Feb 2023 20:22:23 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

I found that my win installation has some problem with languages, I reinstall windows and theide parser works fine.

Meanwhile I find also that theide needs vc 14 runtime dll to work... !!!

Bye

---

---

Subject: Re: Assist++ : Parse error  
Posted by [Silvan](#) on Fri, 17 Mar 2023 21:53:13 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

After some tries I find out that there is some incompatibility between clang and visual studio.  
In fact the problem arises only in machine where it is installed VC++.

It seems a known problem: <https://developercommunity.visualstudio.com/t/intellisense-and-highlighting-are-not-working-with/1284489>

But I don't find the solution for theide.

I suppose there is no interest for this particular issue....

Thanks for reading

---

---

Subject: Re: Assist++ : Parse error  
Posted by [Silvan](#) on Fri, 17 Mar 2023 21:59:36 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

That seems a very similar problem but in MacOS:  
<https://superuser.com/questions/1743350/visual-studio-code-intellisense-stopped-finding-core-c-includes-in-macos>

---

---

Subject: Re: Assist++ : Parse error  
Posted by [Silvan](#) on Wed, 26 Apr 2023 19:33:49 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Well to close this thread that is the situation:

---

With the introduction in Upp of the clang parser on windows system I record this behaviur:

- 1) U++ alone: parser ok;
- 2) U++ in a sistem with MS Visual Studio 2008-2017: parser ko;
- 3) U++ in a sistem with MS Visual Studio 2019 or 2022: parser ok;
- 4) U++ in a sistem with multiple version of MS Visual Studio installed if one of them is ver 2019 or ver 2022: ok else ko.

That's all.

---