
Subject: problem with String and == operator in 608-dev1

Posted by [forlano](#) on Tue, 22 Aug 2006 16:10:27 GMT

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With 607-dev1 and MSC8 I could compile the following code:

```
...  
if ( AsString(~editCountry) == Null) editCountry <<= "---";  
...
```

Now with 608-dev1 the compiler cry:

```
C:\Vega\Vega5\VegaTab1.cpp(179) : error C2593: 'operator ==' is ambiguous  
    C:\upp\uppsrc\Core\Value.h(187): could be 'bool operator ==(String,const Value &)'  
    C:\upp\uppsrc\Core\String.h(154): or 'bool AString<T,S>::operator ==(const S &,const S &)'  
[found using argument-dependent lookup]  
    with  
    [  
        T=char,  
        S=String  
    ]  
    while trying to match the argument list '(String, const Nuller)'
```

Is something changed during the holidays? (even Mingw complain about '==' operator)

Luigi

Subject: Re: problem with String and == operator in 608-dev1

Posted by [mirek](#) on Tue, 22 Aug 2006 16:44:49 GMT

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I will check this, however, I recommend using IsNull function instead!

Mirek

Subject: Re: problem with String and == operator in 608-dev1

Posted by [forlano](#) on Tue, 22 Aug 2006 18:02:56 GMT

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luzr wrote on Tue, 22 August 2006 18:44: I will check this, however, I recommend using IsNull function instead!

Mirek

I've converted all "==" Null" in IsNull(). The application now compile and then crash.

Luigi

Subject: Re: problem with String and == operator in 608-dev1

Posted by [mirek](#) on Tue, 22 Aug 2006 18:06:29 GMT

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Well, I bet it has another reason than IsNull...

Can you spot the crash point (in debug mode using debugger)?

Mirek

Subject: Re: problem with String and == operator in 608-dev1

Posted by [forlano](#) on Tue, 22 Aug 2006 18:30:54 GMT

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luzr wrote on Tue, 22 August 2006 20:06Well, I bet it has another reason than IsNull...

Can you spot the crash point (in debug mode using debugger)?

Mirek

I bet with you .

I'm not friendly with debugger but I'll try as soon as possibly... Now I'm recovering a lost partition of my hard disk...

Luigi
