
Subject: what's wrong

Posted by [Ulti](#) on Thu, 15 Feb 2007 08:56:04 GMT

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```
void App::Excellt()
{
    Vector<byte> s;
    int32 val;
    s.Add(0x0);s.Add(0x0);
    s.Add(0x0);s.Add(0x01);
    EndianRW::Endian::Read(s,val,0,false);
    PromptOK(AsString(val));
}

namespace EndianRW
{
    using namespace Upp;
    struct Endian
    {
        template<typename Type>
        static void Read(const Vector<byte>&from,Type& retVal,int32 pos=0,int32 bytes=0,bool
LE=true)
        {
            retVal=Type(0);
            if(0==bytes) bytes=sizeof(Type);
            for(int32 i=0;i<bytes;++i)
            {
                retVal|=(LE?(((Type)((byte)from[pos+i]))<<8*i)((Type)((byte)from[pos+i]))<<8*(bytes-i-1)));
            }
        }
    };
}
```

MSC7.1 windowsXP

Error messages:

d:\Ulti\MyApps\OPath\UEndian.h(15) : error C2666: 'Upp::Vector<T>::operator []' : 2 overloads have similar conversions

with

[

T=Upp::byte

]

D:\Ulti\uppsrc\Core\Vcont.h(32): could be 'const Upp::byte &Upp::Vector<T>::operator [](int) const'

with

[

T=Upp::byte

]

```

or      'built-in C++ operator[(Upp::byte , Upp::int32)'
while trying to match the argument list '(const Upp::Vector<T>, Upp::int32)'
with
[
    T=Upp::byte
]
D:\Ulti\MyApps\OPath\main.cpp(128) : see reference to function template instantiation 'void
EndianRW::Endian::Read<Upp::int32>(const
Upp::Vector<T> &,Type &,Upp::int32,Upp::int32,bool)' being compiled
with
[
    T=Upp::byte,
    Type=Upp::int32
]
d:\Ulti\MyApps\OPath\UEndian.h(15) : error C2666: 'Upp::Vector<T>::operator`[]' : 2 overloads
have similar conversions
with
[
    T=Upp::byte
]
D:\Ulti\uppsrc\Core\Vcont.h(32): could be 'const Upp::byte &Upp::Vector<T>::operator
[](int) const'
with
[
    T=Upp::byte
]
or      'built-in C++ operator[(Upp::byte , Upp::int32)'
while trying to match the argument list '(const Upp::Vector<T>, Upp::int32)'
with
[
    T=Upp::byte
]
OPath: 1 file(s) built in (0:02.27), 2274 msec / file, duration = 2284 msec

```

There were errors. (0:02.70)

compiled with MINGW32 passed

Subject: Re: what's wrong
 Posted by [mirek](#) on Tue, 20 Feb 2007 07:44:12 GMT
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Well, those are these subtle C++ overloading rules that are so often broken by specific compiler

implementation.

To make it clear for both compilers, typecast index to 'int'.

```
.... retVal|=(LE?(((Type)((byte)from[int(pos+i)]))) ....
```

Mirek

Subject: Re: what's wrong
Posted by [Ulti](#) on Tue, 20 Feb 2007 11:27:38 GMT
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thanks,I already changed pos and i to int,compiled ok.
