Subject: what's wrong
Posted by Ulti on Thu, 15 Feb 2007 08:56:04 GMT
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```
void App::ExcelIt()
{
   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\upp\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\upp\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 msecs / file, duration = 2284 msecs

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.
