Subject: " 'AK_DUPLICATE' was not declared..."
Posted by emr84 on Fri, 13 Mar 2009 22:05:52 GMT
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MinGW + WinXP SP2 - Optimal mode. In svn.

Quote:----- IconDes (GUI GCC BLITZ WIN32) (21 / 34)
BLITZ: AlphaCtrl.cpp RGBACtrl.cpp Paint.cpp Event.cpp IconDes.cpp List.cpp Image.cpp Bar.cpp EditPos.cpp ImlFile.cpp
In file included from C:/uppsvn/out/IconDes/MINGW.Blitz.Gui\$blitz.cpp:29:
C:\uppsvn\uppsrc\IconDes\List.cpp: In member function 'void Upp::IconDes::ListMenu(Upp::Bar&)':
C:\uppsvn\uppsrc\IconDes\List.cpp:264: error: 'AK_DUPLICATE' was not declared in this scope
ImageOp.cpp
Fast.cpp
IconDes: 12 file(s) built in (0:23.48), 1957 msecs / file, duration = 23719 msecs

There were errors. (16:14.12)

Subject: Re: " 'AK_DUPLICATE' was not declared..."
Posted by chickenk on Sat, 14 Mar 2009 07:06:11 GMT
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Hello,

I got through this problem already. I thought I already talked about it, but could not find the corresponding message...

in fact, the _DUPLICATE preprocessor macro is redefined by one of mingw headers, can't remember which one, but anyway. I can recall it is defined to 0, so that AK_DUPLICATE becomes AK0 or something like that, and does not reference the key anymore.

I could work around this by replacing AK_DUPLICATE by COMBINE(AK_,DUPLICATE). It's probably not the best solution but it exposes the problem.

regards,
Lionel

Subject: Re: " 'AK_DUPLICATE' was not declared..."
Posted by koldo on Fri, 22 May 2009 22:33:47 GMT
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Thank you chickenk

It happened the same to me and the solution also works for me.

Best regards
Koldo

Subject: Re: " 'AK_DUPLICATE' was not declared..."
Posted by emr84 on Sun, 24 May 2009 03:28:38 GMT
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Sorry for not reply . It works for me too.
But, is the "official" solution?

Subject: Re: " 'AK_DUPLICATE' was not declared..."
Posted by chickenk on Sun, 24 May 2009 05:41:32 GMT
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emr84 wrote on Sun, 24 May 2009 05:28Sorry for not reply . It works for me too.
But, is the "official" solution?
I don't think so. If it were it would have been implemented by Mirek.

A slightly cleaner fix would be to add

#ifdef _DUPLICATE
undef _DUPLICATE
#endif
at the beginning of the .cpp file, but after the headers inclusion.

Mirek, do you plan to fix this ?

Lionel

Subject: Re: " 'AK_DUPLICATE' was not declared..."
Posted by mirek on Tue, 09 Jun 2009 07:11:49 GMT
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chickenk wrote on Sun, 24 May 2009 01:41emr84 wrote on Sun, 24 May 2009 05:28Sorry for not reply . It works for me too.
But, is the "official" solution?
I don't think so. If it were it would have been implemented by Mirek.

A slightly cleaner fix would be to add

#ifdef _DUPLICATE
undef _DUPLICATE
#endif
at the beginning of the .cpp file, but after the headers inclusion.

Mirek, do you plan to fix this ?

Lionel

I was not aware about this problem.

Maybe I can just put above into Core.h?

Mirek

Subject: Re: " 'AK_DUPLICATE' was not declared..."
Posted by chickenk on Tue, 09 Jun 2009 08:49:35 GMT
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luzr wrote on Tue, 09 June 2009 09:11chickenk wrote on Sun, 24 May 2009 01:41emr84 wrote on Sun, 24 May 2009 05:28Sorry for not reply . It works for me too.
But, is the "official" solution?
I don't think so. If it were it would have been implemented by Mirek.

A slightly cleaner fix would be to add

#ifdef _DUPLICATE
undef _DUPLICATE
#endif
at the beginning of the .cpp file, but after the headers inclusion.

Mirek, do you plan to fix this ?

Lionel

I was not aware about this problem.

Maybe I can just put above into Core.h?

Mirek

Why not, if it does not break other things... I preferred to do the fix locally, but I think indeed it would not harm to fix that in Core.h directly.

Lionel

Subject: Re: " 'AK_DUPLICATE' was not declared..."
Posted by Sender Ghost on Thu, 11 Jun 2009 09:31:05 GMT
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luzr wrote on Tue, 09 June 2009 09:11
I was not aware about this problem.

Maybe I can just put above into Core.h?

Mirek
Hello, Mirek.

You can put

```
#ifdef DUPLICATE
 #undef DUPLICATE
#endif
```

on the root of the problem - on the top of the IconDes/IconDes.key file.

```
#ifdef DUPLICATE
 #undef DUPLICATE
#endif

KEY(INSERT_IMAGE, "Insert image..", K_INSERT)
KEY(IMAGE, "Image..", 0)
KEY(REMOVE_IMAGE, "Remove image", 0)
KEY(DUPLICATE, "Duplicate", K_CTRL_D)
```

Subject: Re: " 'AK_DUPLICATE' was not declared..."
Posted by mirek on Thu, 11 Jun 2009 20:50:23 GMT
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Sender Ghost wrote on Thu, 11 June 2009 05:31luzr wrote on Tue, 09 June 2009 09:11
I was not aware about this problem.

Maybe I can just put above into Core.h?

Mirek
Hello, Mirek.

You can put

```
#ifdef DUPLICATE
 #undef DUPLICATE
```

#endif

on the root of the problem - on the top of the IconDes/IconDes.key file.

```
#ifdef DUPLICATE
 #undef DUPLICATE
#endif

KEY(INSERT_IMAGE, "Insert image..", K_INSERT)
KEY(IMAGE, "Image..", 0)
KEY(REMOVE_IMAGE, "Remove image", 0)
KEY(DUPLICATE, "Duplicate", K_CTRL_D)
```

OK, for now, why not.

Mirek
