Subject: Docking - Name clash with opencascade library
Posted by mdelfede on Sat, 17 Jul 2010 09:15:06 GMT

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I've got a small problem with "struct Handle", private to DockCont, which name is identical to OpenCascade library Handle macro.

The quick solution would be to rename Handle to DockHandle, just few lines of code change and no external visibility, as Handle struct is private.

Mjrt, could you please apply it ? Or, I could commit it by myself if you agree.

Ciao

Max

Subject: Re: Docking - Name clash with opencascade library
Posted by Sender Ghost on Sat, 17 Jul 2010 11:05:30 GMT

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mdelfede wrote on Sat, 17 July 2010 11:15I've got a small problem with "struct Handle", private to DockCont, which name is identical to OpenCascade library Handle macro.

Hello, Massimo.

It possible to use #pragma push_macro("SomeDefine") to save current defined value to macro stack and #pragma pop_macro("SomeDefine") to load saved value from macro stack.

For example:

#pragma push_macro("Handle")
#undef Handle
#include <Docking/Docking.h>
#pragma pop_macro("Handle")

Tested for GCC and MSC compilers.

Subject: Re: Docking - Name clash with opencascade library
Posted by mdelfede on Sat, 17 Jul 2010 11:55:00 GMT

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Well, that could be a solution... I'll test it.
Anyways, I think it would be better to change the Handle struct name, it doesn't harm.

I know that's an OpenCascade fault, not a Docking one. OpenCascade has thousands of functions/structs/macros and no namespace....

Max

Subject: Re: Docking - Name clash with opencascade library
Posted by Sender Ghost on Sat, 17 Jul 2010 12:57:05 GMT
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Another solution can be consolidation of used OpenCascade headers to include in separate header file, where you can #undef all clashed macros after using it. Then you can include that header file into application with Docking package.

This is generic suggestions to solve such problems.

Subject: Re: Docking - Name clash with opencascade library
Posted by mdelfede on Sat, 17 Jul 2010 13:21:06 GMT
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Not possible, the Handle() macro is needed everywhere.... It's a sort of smart pointer system made with macro, sigh.
OpenCascade has some very old code parts in it.
It should be rewritten with more modern compilers in mind, but it would be a really huge task.

Anyways, I tested your method and it works too, so it's ok for me.
I was just testing a sketcher app using opencascade.

Ciao

Max

Subject: Re: Docking - Name clash with opencascade library
Posted by mrjt on Sun, 18 Jul 2010 08:01:20 GMT
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I don't mind changing it, as you say it's completely internal. I'll commit it when I get back to the office on Wednesday.

Subject: Re: Docking - Name clash with opencascade library
Posted by mdelfede on Sun, 18 Jul 2010 10:06:49 GMT
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mrjt wrote on Sun, 18 July 2010 10:01I don't mind changing it, as you say it's completely internal. I'll commit it when I get back to the office on Wednesday.

Thank you very much

Ciao

Max