Subject: Weird problem
Posted by mdelfede on Thu, 19 Jan 2012 19:54:09 GMT
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```
  w.DrawRect(cRect, ld.color);
  w.DrawLine(r.left + 48, yTop    , r.left + 68, yTop    , 0, Black);
  w.DrawLine(r.left + 68, yTop    , r.left + 68, yBottom, 0, Black);
  w.DrawLine(r.left + 68, yBottom, r.left + 48, yBottom, 0, Black);
  w.DrawLine(r.left + 48, yBottom, r.left + 48, yTop    , 0, Black);
  w.DrawText(tRect.left, tRect.top, ld.name);
```

```
 Z:\home\massimo\sources\upp-svn\UppCad\UppCadControls\Layers .cpp(60) : error C2039:
'DrawText' : is not a member of 'Upp::Draw'
        Z:\home\massimo\sources\upp-svn\uppsrc\Draw/Draw.h(406) : see declaration of
'Upp::Draw'
```

Of course, DrawText IS a member of draw.... I can't find any mistake, but don't compile on MSC9. On Linux all OK....

Max

Subject: Re: Weird problem
Posted by koldo on Thu, 19 Jan 2012 21:44:01 GMT
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Hello Massimo

I have tried this and compiles well with MSC9.

Could you simplify more the testcase?

```
struct Pru {
 Color color;
 String name;
};

void MyClass::Paint(Draw& w) {
 Rect r, cRect, tRect;
 Pru ld;
 int yTop = 0;
 int yBottom = 0;

 w.DrawRect(cRect, ld.color);
 w.DrawLine(r.left + 48, yTop    , r.left + 68, yTop    , 0, Black);
```

```
 w.DrawLine(r.left + 68, yTop   , r.left + 68, yBottom, 0, Black);
 w.DrawLine(r.left + 68, yBottom, r.left + 48, yBottom, 0, Black);
 w.DrawLine(r.left + 48, yBottom, r.left + 48, yTop   , 0, Black);
 w.DrawText(tRect.left, tRect.top, ld.name);
```

Subject: Re: Weird problem
Posted by mdelfede on Thu, 19 Jan 2012 22:04:46 GMT
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Complete code is this one :

```
typedef struct
{
 bool frozen;
 bool locked;
 Color color;
 String name;

} LayerData;

class LayerDisplay : public Display
{
 private:

 protected:

 public:
  void Paint(Draw& w, const Rect& r, const Value& q, Color ink, Color paper, dword style) const;
};

void LayerDisplay::Paint(Draw& w, const Rect& r, const Value& q, Color ink, Color paper, dword
style) const
{
 // paint background
 w.DrawRect(r, White);

 // get rects of various parts of control
 int yMid = (r.top + r.bottom) / 2;
 int yTop = yMid - 10;
 int yBottom = yMid + 10;
 Rect fRect(r.left     , yTop, r.left + 20, yBottom);
 Rect lRect(r.left + 24, yTop, r.left + 44, yBottom);
 Rect cRect(r.left + 48, yTop, r.left + 68, yBottom);

 Rect tRect(r.left + 72, r.top, r.right, r.bottom);
```

```
 // recover data from value
 if(!q.IsNull())
 {
  LayerData const &ld = ValueTo<LayerData>(q);

  // paints the contents
  if(ld.frozen)
   w.DrawImage(fRect.Deflated(2), UppCadControlsImg::LayerOff());
  else
   w.DrawImage(fRect.Deflated(2), UppCadControlsImg::LayerOn());
  if(ld.locked)
   w.DrawImage(lRect.Deflated(2), UppCadControlsImg::LayerLocked());
  else
   w.DrawImage(lRect.Deflated(2), UppCadControlsImg::LayerUnlocked());

  w.DrawRect(cRect, ld.color);
  w.DrawLine(r.left + 48, yTop    , r.left + 68, yTop    , 0, Black);
  w.DrawLine(r.left + 68, yTop    , r.left + 68, yBottom, 0, Black);
  w.DrawLine(r.left + 68, yBottom, r.left + 48, yBottom, 0, Black);
  w.DrawLine(r.left + 48, yBottom, r.left + 48, yTop    , 0, Black);
  w.DrawText(tRect.left, tRect.top, ld.name);
 }
}
```

But even doing w.DrawText(0, 0, "abc") inside the function gives same result.... MSC9 under wine. Rest of program (some 1e6 code lines) compiles perfectly. On Linux also compiles perfectly.

Max

Subject: Re: Weird problem
Posted by koldo on Fri, 20 Jan 2012 07:23:39 GMT
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Sorry Massimo

I have tried it with MSC9 and MSC10 both 32 bits in XP and it has compiled well.
