
Subject: Skylark and X11 name clash

Posted by [Zbych](#) on Wed, 10 Jul 2013 11:46:20 GMT

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Hi,

I am trying to add Skylark to an application with X11 GUI and there is name clash between function name in Skylark.h and definition in /usr/include/X11/X.h:

Skylark.h:

```
virtual void BadRequest(Http& http, const BadRequestExc& e);
```

X.h:

```
#define BadRequest 1 /* bad request code */
```

Mirek, can you add #undef BadRequest to X11Gui.h?

Subject: Re: Skylark and X11 name clash

Posted by [mirek](#) on Mon, 22 Jul 2013 20:26:12 GMT

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Perhaps putting it to skylark main header would be better?

Subject: Re: Skylark and X11 name clash

Posted by [Zbych](#) on Tue, 23 Jul 2013 06:27:10 GMT

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It is up to you, but there is already plenty of X11 related undefs in X11Gui.h and I think we should keep it in one place.

BTW. I have similar problem with "t_" definition (some external library has t_ function). Is it possible to replace definition of t_ with inline function? I tried to do this, but I couldn't resolve name space problems.

Subject: Re: Skylark and X11 name clash

Posted by [mirek](#) on Mon, 29 Jul 2013 17:25:32 GMT

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BadRequest name clash resolved.
