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Subject: GraphCtrl/GraphDraw Candidat to bazaar upload

Posted by [Didier](#) on Fri, 10 Jan 2014 15:05:52 GMT

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Hi,

Since the svn:sandbox GraphDraw/GraphCtrl packages are becoming more stable now (and a user requested it) so I would like to upload them to bazaar.

??? I am allowed to do it ???

If yes I will modify the Bazaar doc page to add GraphCtrl

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Subject: Re: GraphCtrl/GraphDraw Candidat to bazaar upload

Posted by [Didier](#) on Tue, 14 Jan 2014 19:23:40 GMT

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Hi,

Like we say in france : no news = good news

Does the absence of answer mean that I can upload to bazaar GraphDraw/GraphCtrl

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Subject: Re: GraphCtrl/GraphDraw Candidat to bazaar upload

Posted by [Typhoor](#) on Wed, 15 Jan 2014 08:36:59 GMT

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Hello Didier,

I wanted to try your GraphDraw/Ctrl package under Win7 "MSC10 Debug"/ "GUI SSE2" and I'm getting compiling errors with tif-headers (redefinition of uint32, ... see below).

I tried it on different machines with the lastest sources for a couple of days (couple of revisions).

Have you tried it under Win7/MSC10 ? Any other switches needed?

Thanx Ralph

```
C:\Dev\sandbox\plugin\tif\lib\tiff.h(97) : error C2872: 'uint16' : ambiguous symbol
could be 'C:\Dev\sandbox\plugin\tif\lib\tiff.h(75) : unsigned short uint16'
or 'C:\Dev\upp-mirror\uppsrc\Core\Defs.h(307) : Upp::uint16'
```

```
C:\Dev\sandbox\plugin\tif\lib\tiff.h(98) : error C2872: 'uint16' : ambiguous symbol
could be 'C:\Dev\sandbox\plugin\tif\lib\tiff.h(75) : unsigned short uint16'
```

```
or 'C:\Dev\upp-mirror\uppsrc\Core/Defs.h(307) : Upp::uint16'
C:\Dev\sandbox\plugin\tif/lib\tiff.h(101) : error C2872: 'uint16' : ambiguous symbol
could be 'C:\Dev\sandbox\plugin\tif/lib\tiff.h(75) : unsigned short uint16'
or 'C:\Dev\upp-mirror\uppsrc\Core/Defs.h(307) : Upp::uint16'
C:\Dev\sandbox\plugin\tif/lib\tiff.h(102) : error C2872: 'uint16' : ambiguous symbol
could be 'C:\Dev\sandbox\plugin\tif/lib\tiff.h(75) : unsigned short uint16'
or 'C:\Dev\upp-mirror\uppsrc\Core/Defs.h(307) : Upp::uint16'
```

...\sandbox\ and ...upp-mirror\ have freshly svn-ed files

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Subject: Re: GraphCtrl/GraphDraw Candidat to bazaar upload  
Posted by [Didier](#) on Wed, 15 Jan 2014 19:04:26 GMT  
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Hello Ralph,

I don't have Win7/MSVC10 available for test but the test application GraphCtrl\_test has been tested under:

```
win visual express 5
linux ( with flag X11 )
linux ( no special flag )
```

Looking at the traces it doesn't look like a problem tied to GraphCtrl.

Is this obtained by compiling GraphCtrl\_test or is it an application you are trying to make ?

If it isn't from GraphCtrl\_test, could you please post your project or a test case

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Subject: Re: GraphCtrl/GraphDraw Candidat to bazaar upload  
Posted by [Didier](#) on Wed, 15 Jan 2014 19:25:47 GMT  
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After a second thought,

Maybe it is a namespace issue.

In GraphCtrl/GraphCtrl.h i have:  
using namespace Upp;

So depending on the way you include the headers it may cause some problems

I will try to remove this line to delete the issue

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Subject: Re: GraphCtrl/GraphDraw Candidat to bazaar upload

Posted by [Didier](#) on Wed, 15 Jan 2014 22:38:56 GMT

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Hello again Ralph,

I just uploaded to SVN, some modifications concerning namespace management and #include of tif.h.

I hope this will fix you're MSC10 compile issue.

Can you try and post if the compilation was successful or not please.

If it doesn't compile, I will need the complete compilation output if possible.

Thank's

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Subject: Re: GraphCtrl/GraphDraw Candidat to bazaar upload

Posted by [Typhoor](#) on Wed, 15 Jan 2014 22:52:43 GMT

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Didier,

tried it again on my home computer, good news: it works now!

I had to extract the packages GraphDraw & GraphCtrl & DropLineDash into an own directory to work.

Sandbox has a "bad" plugin/tif...

BTW, your GraphCtrl\_test.upp has a TimingPolicies package I can't find anywhere, thus is not needed any where !!?.

Cheers Ralph

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Subject: Re: GraphCtrl/GraphDraw Candidat to bazaar upload

Posted by [Didier](#) on Thu, 16 Jan 2014 18:29:38 GMT

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Hello Ralph,

See my answer int correct forum, this post was originaly intended to request upload to bazaar

<http://www.ultimatepp.org/forum/index.php?t=msg&th=6490& amp;prevloaded=1&&start=80>

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