Subject: ParseSvg.cpp:506:35: error: conversion from 'Upp::String' to non-scalar type
Posted by mingodad on Thu, 10 Apr 2014 18:38:48 GMT
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Doing some tests with u++ I've tried to compile SvgView from bazaar ang got the error bellow:

/home/mingo/upp/bazaar/PainterSvg/ParseSvg.cpp: In function 'void Upp::SvgPaint_Text(Upp::Painter&, Upp::XmlParser&, Upp::Svg2DTransform, Upp::SvgStyle)':
/home/mingo/upp/bazaar/PainterSvg/ParseSvg.cpp:506:35: error: conversion from 'Upp::String' to non-scalar type 'Upp::StringBuffer' requested
 Error in ParseSvg.cpp StringBuffer stext = xp.ReadText();

Thanks in advance for your time and attention !

Subject: Re: ParseSvg.cpp:506:35: error: conversion from 'Upp::String' to non-scalar type
Posted by koldo on Fri, 11 Apr 2014 06:51:31 GMT
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Hello mingodad

There are some fixes for MinGW to be uploaded.

In few days they will be uploaded.

If you need it today I can post the fixes.

Subject: Re: ParseSvg.cpp:506:35: error: conversion from 'Upp::String' to non-scalar type
Posted by mingodad on Fri, 11 Apr 2014 07:55:52 GMT
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Thanks anyway, as I said I was making some random experimentation with u++ to get familiar with it and casually found this.