
Subject: SDLCtrl does not compile

Posted by [forlano](#) on Mon, 20 Jul 2015 21:05:34 GMT

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Hello,

I am not able to compile SDLCtrl_demo package (lubuntu 15.04 (32 bit), U++ 8394 vivid i386 downloaded via PPA as explained here

<https://launchpad.net/~dolik-rce/+archive/ubuntu/upp-nightly>).

Instead I can compile and run Example/SDLExample package.

What am I missing?

Thanks,

Luigi

----- just some lines of the huge output-----

SDLCtrl.cpp

In file included from /home/luigi/upp/bazaar/SDL/SDLCtrl.h:4:0,

from /home/luigi/upp/bazaar/SDL/SDLCtrl.cpp:5:

/home/luigi/upp/bazaar/SDL/SDLWrapper.h:16:0: warning: "INT64_C" redefined

#define INT64_C(val) val##LL

^

In file included from /usr/lib/gcc/i686-linux-gnu/4.9/include/stdint.h:9:0,

from /home/luigi/upp/uppsrc/Core/Core.h:78,

from /home/luigi/upp/uppsrc/Draw/Draw.h:6,

from /home/luigi/upp/uppsrc/RichText/RichText.h:4,

from /home/luigi/upp/uppsrc/CtrlCore/CtrlCore.h:4,

from /home/luigi/upp/uppsrc/CtrlLib/CtrlLib.h:4,

from /home/luigi/upp/bazaar/SDL/SDLCtrl.cpp:1:

/usr/include/stdint.h:288:0: note: this is the location of the previous definition

define INT64_C(c) c ## LL

^

In file included from /home/luigi/upp/bazaar/SDL/SDLCtrl.h:4:0,

from /home/luigi/upp/bazaar/SDL/SDLCtrl.cpp:5:

/home/luigi/upp/bazaar/SDL/SDLWrapper.h:17:0: warning: "UINT64_C" redefined

#define UINT64_C(val) val##ULL

^

In file included from /usr/lib/gcc/i686-linux-gnu/4.9/include/stdint.h:9:0,

from /home/luigi/upp/uppsrc/Core/Core.h:78,

from /home/luigi/upp/uppsrc/Draw/Draw.h:6,

from /home/luigi/upp/uppsrc/RichText/RichText.h:4,

from /home/luigi/upp/uppsrc/CtrlCore/CtrlCore.h:4,

from /home/luigi/upp/uppsrc/CtrlLib/CtrlLib.h:4,

from /home/luigi/upp/bazaar/SDL/SDLCtrl.cpp:1:

/usr/include/stdint.h:298:0: note: this is the location of the previous definition

define UINT64_C(c) c ## ULL

^

In file included from /usr/include/SDL/SDL_syswm.h:58:0,
 from /home/luigi/upp/bazaar/SDL/SDLWrapper.h:11,
 from /home/luigi/upp/bazaar/SDL/SDLCtrl.h:4,
 from /home/luigi/upp/bazaar/SDL/SDLCtrl.cpp:5:
 /usr/include/X11/Xlib.h:211:9: error: reference to 'Font' is ambiguous
 Font font; /* default text font for text operations */
 ^

In file included from /usr/include/X11/Xlib.h:44:0,
 from /usr/include/SDL/SDL_syswm.h:58,
 from /home/luigi/upp/bazaar/SDL/SDLWrapper.h:11,
 from /home/luigi/upp/bazaar/SDL/SDLCtrl.h:4,
 from /home/luigi/upp/bazaar/SDL/SDLCtrl.cpp:5:
 /usr/include/X11/X.h:100:13: note: candidates are: typedef XID Font
 typedef XID Font;
 ^

In file included from /home/luigi/upp/uppsrc/RichText/RichText.h:4:0,
 from /home/luigi/upp/uppsrc/CtrlCore/CtrlCore.h:4,
 from /home/luigi/upp/uppsrc/CtrlLib/CtrlLib.h:4,
 from /home/luigi/upp/bazaar/SDL/SDLCtrl.cpp:1:
 /home/luigi/upp/uppsrc/Draw/Draw.h:36:7: note: class Upp::Font
 class Font : public ValueType<Font, FONT_V, Moveable >{
 ^

In file included from /usr/include/SDL/SDL_syswm.h:58:0,
 from /home/luigi/upp/bazaar/SDL/SDLWrapper.h:11,
 from /home/luigi/upp/bazaar/SDL/SDLCtrl.h:4,
 from /home/luigi/upp/bazaar/SDL/SDLCtrl.cpp:5:
 /usr/include/X11/Xlib.h:211:9: error: 'Font' does not name a type
 Font font; /* default text font for text operations */
 ^

/usr/include/X11/Xlib.h:481:9: error: reference to 'Time' is ambiguous
 Time time;
 ^

In file included from /usr/include/X11/Xlib.h:44:0,
 from /usr/include/SDL/SDL_syswm.h:58,
 from /home/luigi/upp/bazaar/SDL/SDLWrapper.h:11,
 from /home/luigi/upp/bazaar/SDL/SDLCtrl.h:4,
 from /home/luigi/upp/bazaar/SDL/SDLCtrl.cpp:5:
 /usr/include/X11/X.h:77:23: note: candidates are: typedef long unsigned int Time
 typedef unsigned long Time;
 ^

In file included from /home/luigi/upp/uppsrc/Core/Core.h:258:0,
 from /home/luigi/upp/uppsrc/Draw/Draw.h:6,
 from /home/luigi/upp/uppsrc/RichText/RichText.h:4,
 from /home/luigi/upp/uppsrc/CtrlCore/CtrlCore.h:4,
 from /home/luigi/upp/uppsrc/CtrlLib/CtrlLib.h:4,
 from /home/luigi/upp/bazaar/SDL/SDLCtrl.cpp:1:
 /home/luigi/upp/uppsrc/Core/TimeDate.h:90:8: note: struct Upp::Time
 struct Time : Date, RelOps< Time, Moveable<Time> > {

```

^
In file included from /usr/include/SDL/SDL_syswm.h:58:0,
    from /home/luigi/upp/bazaar/SDL/SDLWrapper.h:11,
    from /home/luigi/upp/bazaar/SDL/SDLCtrl.h:4,
    from /home/luigi/upp/bazaar/SDL/SDLCtrl.cpp:5:
/usr/include/X11/Xlib.h:481:9: error: 'Time' does not name a type
    Time time;
    ^

/usr/include/X11/Xlib.h:573:2: error: reference to 'Display' is ambiguous
    Display *display; /* Display the event was read from */
    ^

/usr/include/X11/Xlib.h:499:26: note: candidates are: typedef struct _XDisplay Display
typedef struct _XDisplay Display;
    ^

In file included from /home/luigi/upp/uppsrc/Draw/Draw.h:896:0,
    from /home/luigi/upp/uppsrc/RichText/RichText.h:4,
    from /home/luigi/upp/uppsrc/CtrlCore/CtrlCore.h:4,
    from /home/luigi/upp/uppsrc/CtrlLib/CtrlLib.h:4,
    from /home/luigi/upp/bazaar/SDL/SDLCtrl.cpp:1:
/home/luigi/upp/uppsrc/Draw/Display.h:1:7: note:          class Upp::Display
class Display {
    ^

In file included from /usr/include/SDL/SDL_syswm.h:58:0,
    from /home/luigi/upp/bazaar/SDL/SDLWrapper.h:11,
    from /home/luigi/upp/bazaar/SDL/SDLCtrl.h:4,
    from /home/luigi/upp/bazaar/SDL/SDLCtrl.cpp:5:
/usr/include/X11/Xlib.h:573:2: error: 'Display' does not name a type
    Display *display; /* Display the event was read from */
    ^

/usr/include/X11/Xlib.h:577:2: error: reference to 'Time' is ambiguous
    Time time; /* milliseconds */
    ^

In file included from /usr/include/X11/Xlib.h:44:0,
    from /usr/include/SDL/SDL_syswm.h:58,
    from /home/luigi/upp/bazaar/SDL/SDLWrapper.h:11,
    from /home/luigi/upp/bazaar/SDL/SDLCtrl.h:4,
    from /home/luigi/upp/bazaar/SDL/SDLCtrl.cpp:5:
/usr/include/X11/X.h:77:23: note: candidates are: typedef long unsigned int Time
typedef unsigned long Time;
    ^

In file included from /home/luigi/upp/uppsrc/Core/Core.h:258:0,
    from /home/luigi/upp/uppsrc/Draw/Draw.h:6,
    from /home/luigi/upp/uppsrc/RichText/RichText.h:4,
    from /home/luigi/upp/uppsrc/CtrlCore/CtrlCore.h:4,
    from /home/luigi/upp/uppsrc/CtrlLib/CtrlLib.h:4,
    from /home/luigi/upp/bazaar/SDL/SDLCtrl.cpp:1:
/home/luigi/upp/uppsrc/Core/TimeDate.h:90:8: note:          struct Upp::Time
struct Time : Date, RelOps< Time, Moveable<Time> > {

```

^

In file included from /usr/include/SDL/SDL_syswm.h:58:0,
from /home/luigi/upp/bazaar/SDL/SDLWrapper.h:11,
from /home/luigi/upp/bazaar/SDL/SDLCtrl.h:4,
from /home/luigi/upp/bazaar/SDL/SDLCtrl.cpp:5:
/usr/include/X11/Xlib.h:577:2: error: 'Time' does not name a type
Time time; /* milliseconds */
^

/usr/include/X11/Xlib.h:591:2: error: reference to 'Display' is ambiguous
Display *display; /* Display the event was read from */
^

/usr/include/X11/Xlib.h:499:26: note: candidates are: typedef struct _XDisplay Display
typedef struct _XDisplay Display;
^

In file included from /home/luigi/upp/uppsrc/Draw/Draw.h:896:0,
from /home/luigi/upp/uppsrc/RichText/RichText.h:4,
from /home/luigi/upp/uppsrc/CtrlCore/CtrlCore.h:4,
from /home/luigi/upp/uppsrc/CtrlLib/CtrlLib.h:4,
from /home/luigi/upp/bazaar/SDL/SDLCtrl.cpp:1:
/home/luigi/upp/uppsrc/Draw/Display.h:1:7: note: class Upp::Display
class Display {
^

In file included from /usr/include/SDL/SDL_syswm.h:58:0,
from /home/luigi/upp/bazaar/SDL/SDLWrapper.h:11,
from /home/luigi/upp/bazaar/SDL/SDLCtrl.h:4,
from /home/luigi/upp/bazaar/SDL/SDLCtrl.cpp:5:
/usr/include/X11/Xlib.h:591:2: error: 'Display' does not name a type
Display *display; /* Display the event was read from */
^

/usr/include/X11/Xlib.h:595:2: error: reference to 'Time' is ambiguous
Time time; /* milliseconds */
^

In file included from /usr/include/X11/Xlib.h:44:0,
from /usr/include/SDL/SDL_syswm.h:58,
from /home/luigi/upp/bazaar/SDL/SDLWrapper.h:11,
from /home/luigi/upp/bazaar/SDL/SDLCtrl.h:4,
from /home/luigi/upp/bazaar/SDL/SDLCtrl.cpp:5:
/usr/include/X11/X.h:77:23: note: candidates are: typedef long unsigned int Time
typedef unsigned long Time;
^

In file included from /home/luigi/upp/uppsrc/Core/Core.h:258:0,
from /home/luigi/upp/uppsrc/Draw/Draw.h:6,
from /home/luigi/upp/uppsrc/RichText/RichText.h:4,
from /home/luigi/upp/uppsrc/CtrlCore/CtrlCore.h:4,
from /home/luigi/upp/uppsrc/CtrlLib/CtrlLib.h:4,
from /home/luigi/upp/bazaar/SDL/SDLCtrl.cpp:1:
/home/luigi/upp/uppsrc/Core/TimeDate.h:90:8: note: struct Upp::Time
struct Time : Date, RelOps< Time, Moveable<Time> > {

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from /home/luigi/upp/bazaar/SDL/SDLWrapper.h:11,
from /home/luigi/upp/bazaar/SDL/SDLCtrl.h:4,
from /home/luigi/upp/bazaar/SDL/SDLCtrl.cpp:5:

/usr/include/X11/Xlib.h:595:2: error: 'Time' does not name a type
Time time; /* milliseconds */

^

/usr/include/X11/Xlib.h:609:2: error: reference to 'Display' is ambiguous
Display *display; /* Display the event was read from */

^

/usr/include/X11/Xlib.h:499:26: note: candidates are: typedef struct _XDisplay Display
typedef struct _XDisplay Display;

^

In file included from /home/luigi/upp/uppsrc/Draw/Draw.h:896:0,
from /home/luigi/upp/uppsrc/RichText/RichText.h:4,
from /home/luigi/upp/uppsrc/CtrlCore/CtrlCore.h:4,
from /home/luigi/upp/uppsrc/CtrlLib/CtrlLib.h:4,
from /home/luigi/upp/bazaar/SDL/SDLCtrl.cpp:1:

/home/luigi/upp/uppsrc/Draw/Display.h:1:7: note: class Upp::Display
class Display {

^

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from /home/luigi/upp/bazaar/SDL/SDLWrapper.h:11,
from /home/luigi/upp/bazaar/SDL/SDLCtrl.h:4,
from /home/luigi/upp/bazaar/SDL/SDLCtrl.cpp:5:

/usr/include/X11/Xlib.h:609:2: error: 'Display' does not name a type
Display *display; /* Display the event was read from */

^

/usr/include/X11/Xlib.h:613:2: error: reference to 'Time' is ambiguous
Time time; /* milliseconds */

^

In file included from /usr/include/X11/Xlib.h:44:0,
from /usr/include/SDL/SDL_syswm.h:58,
from /home/luigi/upp/bazaar/SDL/SDLWrapper.h:11,
from /home/luigi/upp/bazaar/SDL/SDLCtrl.h:4,
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typedef unsigned long Time;

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In file included from /home/luigi/upp/uppsrc/Core/Core.h:258:0,
from /home/luigi/upp/uppsrc/Draw/Draw.h:6,
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from /home/luigi/upp/uppsrc/CtrlCore/CtrlCore.h:4,
from /home/luigi/upp/uppsrc/CtrlLib/CtrlLib.h:4,
from /home/luigi/upp/bazaar/SDL/SDLCtrl.cpp:1:

/home/luigi/upp/uppsrc/Core/TimeDate.h:90:8: note: struct Upp::Time
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from /home/luigi/upp/bazaar/SDL/SDLCtrl.h:4,
from /home/luigi/upp/bazaar/SDL/SDLCtrl.cpp:5:
/usr/include/X11/Xlib.h:613:2: error: 'Time' does not name a type
Time time; /* milliseconds */
^

/usr/include/X11/Xlib.h:626:2: error: reference to 'Display' is ambiguous
Display *display; /* Display the event was read from */
^

/usr/include/X11/Xlib.h:499:26: note: candidates are: typedef struct _XDisplay Display
typedef struct _XDisplay Display;
^

In file included from /home/luigi/upp/uppsrc/Draw/Draw.h:896:0,
from /home/luigi/upp/uppsrc/RichText/RichText.h:4,
from /home/luigi/upp/uppsrc/CtrlCore/CtrlCore.h:4,
from /home/luigi/upp/uppsrc/CtrlLib/CtrlLib.h:4,
from /home/luigi/upp/bazaar/SDL/SDLCtrl.cpp:1:
/home/luigi/upp/uppsrc/Draw/Display.h:1:7: note: class Upp::Display
class Display {
^

In file included from /usr/include/SDL/SDL_syswm.h:58:0,
from /home/luigi/upp/bazaar/SDL/SDLWrapper.h:11,
from /home/luigi/upp/bazaar/SDL/SDLCtrl.h:4,
from /home/luigi/upp/bazaar/SDL/SDLCtrl.cpp:5:
/usr/include/X11/Xlib.h:626:2: error: 'Display' does not name a type
Display *display; /* Display the event was read from */
^

/usr/include/X11/Xlib.h:630:2: error: reference to 'Time' is ambiguous
Time time; /* milliseconds */
^

In file included from /usr/include/X11/Xlib.h:44:0,
from /usr/include/SDL/SDL_syswm.h:58,
from /home/luigi/upp/bazaar/SDL/SDLWrapper.h:11,
from /home/luigi/upp/bazaar/SDL/SDLCtrl.h:4,
from /home/luigi/upp/bazaar/SDL/SDLCtrl.cpp:5:
/usr/include/X11/X.h:77:23: note: candidates are: typedef long unsigned int Time
typedef unsigned long Time;
^

In file included from /home/luigi/upp/uppsrc/Core/Core.h:258:0,
from /home/luigi/upp/uppsrc/Draw/Draw.h:6,
from /home/luigi/upp/uppsrc/RichText/RichText.h:4,
from /home/luigi/upp/uppsrc/CtrlCore/CtrlCore.h:4,
from /home/luigi/upp/uppsrc/CtrlLib/CtrlLib.h:4,
from /home/luigi/upp/bazaar/SDL/SDLCtrl.cpp:1:
/home/luigi/upp/uppsrc/Core/TimeDate.h:90:8: note: struct Upp::Time
struct Time : Date, RelOps< Time, Moveable<Time> > {

```

^
In file included from /usr/include/SDL/SDL_syswm.h:58:0,
    from /home/luigi/upp/bazaar/SDL/SDLWrapper.h:11,
    from /home/luigi/upp/bazaar/SDL/SDLCtrl.h:4,
    from /home/luigi/upp/bazaar/SDL/SDLCtrl.cpp:5:
/usr/include/X11/Xlib.h:630:2: error: 'Time' does not name a type
Time time; /* milliseconds */
^
/usr/include/X11/Xlib.h:650:2: error: reference to 'Display' is ambiguous
Display *display; /* Display the event was read from */
^
/usr/include/X11/Xlib.h:499:26: note: candidates are: typedef struct _XDisplay Display
typedef struct _XDisplay Display;
^
In file included from /home/luigi/upp/uppsrc/Draw/Draw.h:896:0,
    from /home/luigi/upp/uppsrc/RichText/RichText.h:4,
    from /home/luigi/upp/uppsrc/CtrlCore/CtrlCore.h:4,
    from /home/luigi/upp/uppsrc/CtrlLib/CtrlLib.h:4,
    from /home/luigi/upp/bazaar/SDL/SDLCtrl.cpp:1:
/home/luigi/upp/uppsrc/Draw/Display.h:1:7: note:          class Upp::Display
class Display {
^
In file included from /usr/include/SDL/SDL_syswm.h:58:0,
    from /home/luigi/upp/bazaar/SDL/SDLWrapper.h:11,
    from /home/luigi/upp/bazaar/SDL/SDLCtrl.h:4,
    from /home/luigi/upp/bazaar/SDL/SDLCtrl.cpp:5:
/usr/include/X11/Xlib.h:650:2: error: 'Display' does not name a type
Display *display; /* Display the event was read from */
^
/usr/include/X11/Xlib.h:669:2: error: reference to 'Display' is ambiguous
Display *display; /* Display the event was read from */
^
/usr/include/X11/Xlib.h:499:26: note: candidates are: typedef struct _XDisplay Display
typedef struct _XDisplay Display;

```

[CONTINUE....]

Subject: Re: SDLCtrl does not compile
 Posted by [Klugier](#) on Mon, 20 Jul 2015 21:25:59 GMT
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Hello forlano,

First of all, SDLCtrl is based on DHCtrl which is not implemented for GTK back-end. Zbych was working on it, but without success. Sometimes ago I try to improve OpenGL on GTK, but it also require DHCtrl :(. So, you need to switch back-end to X11. You can do this by typing "GUI X11" in

ide menu bar. It should be easy for experienced upp user.

Second issue is with function "SetError" (SDL/SDL_Ctrl.cpp - line 144). I would recommend to comment method body. I don't know why it doesn't compile now. Maybe it is related to other upp components.

```
void SDLCtrl::SDLCtrlIn::SetError(String str) {  
    /*  
    if (!strError.IsEmpty())  
        strError << "\n";  
    strError << ToUpper(str[0]) + DeQtLf(str.Mid(1));  
    */  
}
```

The error is interesting, so maybe it is not SDL ctrl related issue. Compilation log:

```
/home/klugier/upp/uppsrc/Core/String.h: In instantiation of 'Upp::String Upp::AsString(const T&)  
[with T = Upp::Fail__]:  
/home/klugier/upp/uppsrc/Core/String.h:484:18:   required from 'Upp::String&  
Upp::operator<<(Upp::String&, const T&) [with T = Upp::Fail__]'  
/home/klugier/upp/bazaar/SDL/SDLCtrl.cpp:147:50:   required from here  
/home/klugier/upp/uppsrc/Core/String.h:436:20: error: 'const class Upp::Fail__' has no member  
named 'ToString'  
    return x.ToString();
```

Sincerely,
Klugier

Subject: Re: SDLCtrl does not compile
Posted by [sergeynikitin](#) on Tue, 21 Jul 2015 01:28:55 GMT
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I use NOGTK flag while compiling.

Subject: Re: SDLCtrl does not compile
Posted by [forlano](#) on Tue, 21 Jul 2015 13:04:42 GMT
[View Forum Message](#) <> [Reply to Message](#)

Klugier wrote on Mon, 20 July 2015 23:25Hello forlano,

Second issue is with function "SetError" (SDL/SDL_Ctrl.cpp - line 144). I would recommend to comment method body. I don't know why it doesn't compile now. Maybe it is related to other upp

components.

```
void SDLCtrl::SDLCtrlIn::SetError(String str) {  
    /*  
    if (!strError.IsEmpty())  
        strError << "\n";  
    strError << ToUpper(str[0]) + DeQtflf(str.Mid(1));  
    */  
}
```

Hello Klugier,

thanks for the answer.

I confirm the bug even with the flag NOGTK. After removing SetError() the program compile and run.

Luigi

Subject: Re: SDLCtrl does not compile
Posted by [forlano](#) on Tue, 21 Jul 2015 13:31:15 GMT
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... some more note.
From line 58 to 61 of SDLCtrl.h file I see:

```
class SDLCtrl : public Ctrl {  
typedef SDLCtrl CLASSNAME;  
class SDLCtrlIn : public DHCtrl, public SDLSurface {  
typedef SDLCtrl CLASSNAME;  
...
```

I wonder if line 61 should be instead

```
typedef SDLCtrlIn CLASSNAME;
```

It compile and run the same.

Luigi

Subject: Re: SDLCtrl does not compile
Posted by [Klugier](#) on Tue, 21 Jul 2015 18:43:10 GMT
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Hello Forlano,

Quote:

I confirm the bug even with the flag NOGTK. After removing SetError() the program compile and run.

It is true, because NOGTK also turn off GTK backend, but it do it completely. It means that there is no linking to gtk library and gtk theming engine is disable. So if you want to have native look&feel it is highly recommended to use X11 flag. Please notice that older version of upp uses X11 by default.

I didn't write it previously, but "SetError" is not back-end related issue, so this error cannot be eliminated by simply using NOGTK flag.

Sincerely,
Klugier

Subject: Re: SDLCtrl does not compile
Posted by [koldo](#) on Wed, 22 Jul 2015 07:45:12 GMT
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Hello all

Thank you for the posts. I have included the suggestions:

- NOGTK
- Replaced ToUpper(str[0]) + DeQtLf(str.Mid(1)); with InitCaps(str); (String does not like "<<" and "+" in the same line -me neither- :))
- typedef SDLCtrlIn CLASSNAME

Demo works well but in Linux the full screen mode does not work.

I do not expect to work with SDLCtrl and demo, so it is open to you or anybody to update and improve it :).