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Subject: Correcting MAPIEx because of Tokenize  
Posted by [Typhoor](#) on Mon, 07 Sep 2015 11:13:43 GMT

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Hi Koldo et al.

I had to correct Tokenize -> Tokenize2() in MAPIEx/MAPIContact.cpp around lines 649, 652, 665 & 672 to get it compiled.

Is this correct? Then you could update it in the real repository.

```
bool MAPIContact::SetCategories(const String &szCategories) {
#ifdef _WIN32_WCE
    return SetPropertyString(OUTLOOK_CATEGORIES, szCategories);
#else
    String strCategories = szCategories;
    int nCount = 0, nIndex = 0;
    if (!strCategories.IsEmpty())
        nCount++;
    String strCategory = Tokenize2(strCategories, ";", nIndex);
    while(strCategory.IsEmpty()) {
        nCount++;
        strCategory = Tokenize2(strCategories, ";", nIndex);
    }
}
....
```

Greetings Ralph

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Subject: Re: Correcting MAPIEx because of Tokenize  
Posted by [koldo](#) on Wed, 09 Sep 2015 08:29:39 GMT

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Thank you Ralph. Changes are uploaded.

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