from old apps edit field <<= just remove the =

String error

 filename0=(String)OutFile;

error: no matching function for call to 'Upp::String::String(Upp::EditField&)'

All of the Strings are the upp Strings
There are no uses of the std strings

It has been several years since compiling this app but it was good before

Neil

filename0=(String)OutFile;

error: no matching function for call to 'Upp::String::String(Upp::EditField&)'

Is this an instance where std:string needs to be used or just a dumb error I have made when using upp 10100

I did not have this error with a previous version of upp but that could have been a few years ago.

Neil

Hi Neil,

What is variable type for OutFile

Few lines of code will be useful.

Subject: Re: String error has not been solved
Posted by nlneilson on Thu, 18 Aug 2016 08:59:50 GMT
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deep wrote on Tue, 16 August 2016 02:54Hi Neil,

What is variable type for OutFile

Few lines of code will be useful.

After switching computers I am having a Problems finding the app that had 'OutFile' that was giving me that error'
I think all my 'filenames' infile, outfile are just upp String variables, they are just names, as upp Strings.

Some apps I am trying to update to the mingw compiler are having other issues, like one has 16 errors like:
C:\upp-mingw-10004\upp\uppsrc\Web\html.cpp (347): error: ambiguous overload for 'operator+' (operand types are 'Upp::HtmlTag' and 'Upp::Htmls')

I don't recall using html in my code but I was getting help,
For the errors displaying the filenames in an edit-field by just removing the '=' seems to allow the apps to compile and run, as Mentioned in a previous post.

If I get the error mentioned again I will include several lines of code and I could attach the complete app.

Subject: Re: Another String error solved, maybe. Not solved !!
Posted by nlneilson on Sat, 03 Sep 2016 12:36:41 GMT
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This is with upp 10200

three errors the same
(142): error: no matching function for call to 'Upp::String::String(Upp::EditField&)'
(150) and (158)

C:\upp-mingw-10200\upp\MyApps\DGPSmerge\DGPSmerge.cpp (150): error: no matching

function for call to 'Upp::String::String(Upp::EditField&)'

C:\upp-mingw-10200\upp\MyApps\DGPSmerge\DGPSmerge.cpp (142): error: no matching
function for call to 'Upp::String::String(Upp::EditField&)'

C:\upp-mingw-10200\upp\MyApps\DGPSmerge\DGPSmerge.cpp (142): error: no matching
function for call to 'Upp::String::String(Upp::EditField&)'


```
#142  filename0=(String)OutFile;
#  FileOut outF(filename0);
  if(!outF) {
   Exclamation("Unable to open Out file [* " + DeQtf(filename0));
   return;
  }

//  FileIn in1((String)fn1);
#150  filename1=(String)BaseFile;
  FileIn in1(filename1);
  if(!in1) {
   Exclamation("Unable to open Base file [* " + DeQtf(filename1));
   return;
  }

//  FileIn in2((String)fn2);
#158  filename2=(String)RoamFile;
  FileIn in2(filename2);
```


I don't understand what the problem is and what the upp changes are that causes this.

I still have the executable app that upp compiled before a few years ago that works OK still.

Here is a thread started by Mirek about changes "EditField::operator String() removed" with a
mention of "is very easy to fix"
I do not understand what is required to be done.
http://www.ultimatepp.org/forums/index.php?t=msg&goto=46 824&#msg_46824

File Attachments
1) upp 10200 error.txt, downloaded 335 times

Subject: Re: Another String error solved, maybe.
Posted by deep on Sun, 04 Sep 2016 15:30:17 GMT
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Hi Neilson,

Try following.

```
#include <CtrlLib/CtrlLib.h>

using namespace Upp;

struct App : public TopWindow
{
 EditField infile,outfile,basefile;
 String In,Out,Base;

 App();
};


App::App()
{
 infile.SetText("In File");
 outfile.SetText("Out File");
 basefile.SetText("Base File");

 Add(infile.TopPos(4,20).HSizePos());
 Add(outfile.TopPos(28,20).HSizePos());
 Add(basefile.TopPos(52,20).HSizePos());

 Title("Test EditField").Sizeable().Zoomable();

 In = ~infile ;
 Out = ~outfile ;
 Base = ~basefile ;

 DUMP(In);
 DUMP(Out);
 DUMP(Base);
}


GUI_APP_MAIN
{
 App app;
 app.SetRect(100,100,300,200);
 app.Run();
}
```

This will give error. Will not compile.
 In = infile ;

Subject: Re: Another String error solved, maybe.
Posted by nlneilson on Sun, 04 Sep 2016 18:47:57 GMT
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Thanks deep, I will try your example.
attached is a 7z of my app dgpsmerge

The base file is gps data at a known position. Whatever deviation from there is 'merged' with a
roaming file to remove most atmospheric deviation in a gps signal. Just a standard method but I
created my upp app to do it.

```
File Attachments
1) DGPSmerge.7z, downloaded 290 times
```

Subject: Re: Another String error solved, maybe.
Posted by deep on Mon, 05 Sep 2016 13:24:07 GMT
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Hi Neilson,

Your code will compile and run with following changes

// filename0=(String)OutFile;
 filename0= ~OutFile;

// filename1=(String)BaseFile;
 filename1=~BaseFile;

// filename2=(String)RoamFile;
 filename2=~RoamFile;

Subject: Re: Another String error solved, maybe.
Posted by nlneilson on Mon, 05 Sep 2016 16:35:25 GMT
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Thank you very much Deepak!!

After making the changes it compiles OK.

All the files this app uses are in the same directory so once that is set that directory opens automatically.

Thanks again Deepak

Neil

Subject: Re: Another String error solved, maybe.
Posted by cbpporter on Fri, 09 Sep 2016 08:43:58 GMT
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I found another thing related to String and I'm not sure of it should work with the new core or not.

Index<String> words;
Sort(words);

This won't compile. Is it supposed to?

Subject: Re: Another String error solved, maybe.
Posted by deep on Fri, 09 Sep 2016 09:50:49 GMT
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Hi

The problem reported in compile is for Sort()

Sort internally using

template <class T>
inline void Swap(T& a, T& b) { T tmp = pick(a); a = pick(b); b = pick(tmp); }

which generates compile error for "="

c:\devtools\g_upp\uppsrc\core\Defs.h(462): error C2678: binary '=': no operator found which takes
a left-hand operand of type 'const Upp::String' (or there is no accep
    table conversion)

Subject: Re: Another String error solved, maybe.
Posted by mirek on Sat, 10 Sep 2016 05:49:56 GMT
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cbpporter wrote on Fri, 09 September 2016 10:43I found another thing related to String and I'm not sure of it should work with the new core or not.

Index<String> words;
Sort(words);

This won't compile. Is it supposed to?

No.

But you can use 'SortIndex'.

Mirek

Subject: Re: Another String error solved, maybe.
Posted by cbpporter on Sat, 10 Sep 2016 07:00:19 GMT
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mirek wrote on Sat, 10 September 2016 08:49cbpporter wrote on Fri, 09 September 2016 10:43I found another thing related to String and I'm not sure of it should work with the new core or not.

Index<String> words;
Sort(words);

This won't compile. Is it supposed to?

No.

But you can use 'SortIndex'.

Mirek
Interesting design.

Why no overload Sort for Index to call SortIndex? Would help random users.

Subject: Re: Another String error solved, maybe.

Posted by mirek on Sat, 10 Sep 2016 07:49:04 GMT

cbpporter wrote on Sat, 10 September 2016 09:00mirek wrote on Sat, 10 September 2016 08:49cbpporter wrote on Fri, 09 September 2016 10:43I found another thing related to String and I'm not sure of it should work with the new core or not.

Index<String> words;
Sort(words);

This won't compile. Is it supposed to?

No.

But you can use 'SortIndex'.

Mirek
Interesting design.

Why no overload Sort for Index to call SortIndex? Would help random users.

Well, maybe. However, 'Sort' is meant to be generic sorting algorithm for containers with certain set of requirements and all it does is sorting. Index does not match these requirements.

Sorting Index is quite more complex, as it works by converting Index to Vector, sorting, then recreating Index back (restoring hashing info). Maybe the warning that you are doing something unusual is in place here... Forcing user to write SortIndex instead of just Sort to acknowledge this fact is the idea....

Mirek