Subject: Compiling errors. Not renegade scripts
Posted by Omar007 on Sat, 30 May 2009 11:30:27 GMT
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I have to convert old code to the standards from now by hand because VC2008 doesn't change correct (but outdated) code.
I mean things like <strstrea.h> that has to be changed to <strstream> and adding namespace std to several documents and alot more.

I managed to bring the error count down from 856 to 4 but now im stuck.

Errors:
Compiling...
cl : Command line warning D9035 : option 'Fr' has been deprecated and will be removed in a future release
cl : Command line warning D9036 : use 'FR' instead of 'Fr'
irc_interface.cpp
e:\modding\uplink\source\interface\localinterface\irc_interface.cpp(1056) : error C2248: 'irc::CIrcDefaultMonitor::m_handlersMapsListEntry' : cannot access private member declared in class 'irc::CIrcDefaultMonitor'
        e:\modding\uplink\contrib\irclib\irc.h(241) : see declaration of 'irc::CIrcDefaultMonitor::m_handlersMapsListEntry'
        e:\modding\uplink\contrib\irclib\irc.h(236) : see declaration of 'irc::CIrcDefaultMonitor'
dos2unix.cpp
e:\modding\uplink\source\app\dos2unix.cpp(131) : error C3861: 'base': identifier not found
e:\modding\uplink\source\app\dos2unix.cpp(149) : error C2248: 'std::basic_filebuf<_Elem,_Traits>::sync' : cannot access protected member declared in class 'std::basic_filebuf<_Elem,_Traits>'
        with
        [
            _Elem=char,
            _Traits=std::char_traits
        ]
        e:\program files\microsoft visual studio 9.0\vc\include\fstream(446) : see declaration of 'std::basic_filebuf<_Elem,_Traits>::sync'
        with
        [
            _Elem=char,
            _Traits=std::char_traits
        ]
Generating Code...
Creating browse information file...
Microsoft Browse Information Maintenance Utility Version 9.00.30729
Copyright (C) Microsoft Corporation. All rights reserved.
BSCMAKE: error BK1506 : cannot open file '.\obj\win32\decode.sbr': No such file or directory

I also uploaded the correspponding files and their headers below. Im not sure but i believe the

irc.h is actually a standard windows header but i included in anyway.

I hope you can help me getting rid of these last 4 errors

File Attachments
1) irc_interface.cpp, downloaded 238 times
2) irc_interface.h, downloaded 284 times
3) irc.h, downloaded 239 times
4) dos2unix.cpp, downloaded 383 times
5) dos2unix.h, downloaded 136 times

Subject: Re: Compiling errors. Not renegade scripts
Posted by jnz on Sat, 30 May 2009 11:32:55 GMT
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why are you converting it to std::?

Subject: Re: Compiling errors. Not renegade scripts
Posted by Omar007 on Sat, 30 May 2009 11:38:16 GMT
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jnz wrote on Sat, 30 May 2009 13:32why are you converting it to std::?
Well things like COUT in some files have to start with 'using namespace std;' or i would have to
change every COUT (and a few others like istream) to 'std::cout'

And about the std:: in the error screen by dos2unix.cpp: I have no clue. I haven't put it in that file

EDIT: forgot to tell that dos2unix.cpp still gives the error when i do add 'using namespace std;' so
that isn't the problem

Subject: Re: Compiling errors. Not renegade scripts
Posted by jnz on Sat, 30 May 2009 12:53:17 GMT
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Omar007 wrote on Sat, 30 May 2009 12:38jnz wrote on Sat, 30 May 2009 13:32why are you
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Not talking about adding "using namespace std;" I'm asking why you're converting it in the first place?

Subject: Re: Compiling errors. Not renegade scripts
Posted by Omar007 on Sat, 30 May 2009 13:16:44 GMT
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Because i want to use it and its to old to be used on any recent compilers without converting headers and making it compatible the standards the C++ commision has set. (using namespace std;)
It does meet the standards of 1999 but it doesn't meet the standards of this time

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Subject: Re: Compiling errors. Not renegade scripts
Posted by cnc95fan on Sat, 30 May 2009 15:08:23 GMT
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I think he means use printf

Subject: Re: Compiling errors. Not renegade scripts
Posted by jnz on Sat, 30 May 2009 15:31:22 GMT
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It doesn't matter, just suppress the compiler warnings. You shouldn't be changing code to std:: for no real reason and just changing it to that doesn't make it "up to date". It just adds bulk to it and makes it slower.

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Posted by Omar007 on Sun, 31 May 2009 10:19:26 GMT
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jnz wrote on Sat, 30 May 2009 17:31Omar007 wrote on Sat, 30 May 2009 14:16jnz wrote on Sat, 30 May 2009 14:53Omar007 wrote on Sat, 30 May 2009 12:38jnz wrote on Sat, 30 May 2009 13:32why are you converting it to std::?
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Dude read my first post. It where all ERRORS! In 1999 it wasn't required to use namespace std so you could compile without it. Now it is required to use namespace std if you want to use COUT or something. If you don't use namespace std you will get errors.
For the code to meet the namespace std standard i MUST add using namespace std. It gives ERRORS not WARNINGS if you don't. It is a requirement and not an option for us to choose

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