
Subject: Re: Compiling errors. Not renegade scripts
Posted by [Omar007](#) on Sun, 31 May 2009 10:19:26 GMT
[View Forum Message](#) <> [Reply to Message](#)

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::?

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

Not talking about adding "using namespace std;" I'm asking why you're converting it in the first place?

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

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.

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
