
Subject: Core/Inet.h -- unneeded "using namespace Upp"

Posted by [mdelfede](#) on Sun, 02 Sep 2018 08:58:57 GMT

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Hi,

at line 601 of Core/Inet.h there's an "using namespace Upp" which bring problems with some external libraries.

Can it be removed ? It's a bad practice to have "using namespace" in headers.

Ciao

Massimo

Subject: Re: Core/Inet.h -- unneeded "using namespace Upp"

Posted by [Klugier](#) on Sun, 02 Sep 2018 09:03:16 GMT

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Hello,

It is already reported on our bug track - #1897

Moreover, I would like to inform you that NAMESPACE_UPP macro is deprecated and in your code you should use "namespace Upp {" instead. The same thing happens to "END_UPP_NAMESPACE" it should be replace with "}".

Your exemplary commit that is affected:

- https://github.com/ultimatepp/mirror/commit/a3dbcf6234190b26_e4f9da7c6df81728b5573832

Sincerely,
Klugier

Subject: Re: Core/Inet.h -- unneeded "using namespace Upp"

Posted by [mdelfede](#) on Sun, 02 Sep 2018 09:34:46 GMT

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Ah, thank you

As you're here... I still have problems with a name clash, but ONLY in Visual C. GCC does it correctly.

I've got a library that uses an 'IsEqual' function internally.
Upp uses the same 'IsEqual' in Upp namespace, in obsolete.h.

I removed ALL 'using namespace Upp' from my headers, but on Visual C the error is still there, saying that the IsEqual call is ambiguous from Upp and the library's one, when instantiating a template.

Do you know if template instantiation does look at namespaces used AFTER includes ?

I mean :

```
#include <mylib.h>
```

```
using namespace Upp;
```

```
<instantiate some template in mylib.h which uses IsEqual function inside mylib.h>
```

IMHO it should NOT look at Upp::IsEqual... or yes ?

EDIT : I've also pre-processed my source, and I double checked that using namespace Upp is ONLY in the C++ file and AFTER all includes...

Subject: Re: Core/Inet.h -- unneeded "using namespace Upp"

Posted by [mirek](#) on Fri, 07 Sep 2018 12:40:31 GMT

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Define

"I've got a library that uses an 'IsEqual' function internally."

Like in some inline or what?

Mirek

Subject: Re: Core/Inet.h -- unneeded "using namespace Upp"

Posted by [mdelfede](#) on Wed, 12 Sep 2018 07:20:00 GMT

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Something as idiot as this one

```
// -----
```

```
// IsEqual : Returns Standard_True if two integers are equal
// -----
inline Standard_Boolean IsEqual (const Standard_Integer theOne,
                                const Standard_Integer theTwo)
{
    return theOne == theTwo;
}
```

I don't remember if this was the offending one, but that code is FULL with IsEqual inlines. Even if I put the using namespace Upp directive AFTER all the includes of that library, usage in templates bring name clash.

I had to remove ALL namespace Upp usages and build a big include file that uses the Upp classes/functions I need.

In GCC it seems that the problem is not there.

BTW, when I use BLITZ the problem is there even on GCC, but that is normal.
