
Subject: DropTime TimeAlways
Posted by [warchef](#) on Wed, 25 Nov 2020 11:17:03 GMT
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Hello,

in layout editor (version 15517), if I check the TimeAlways property, I get a compiler error: no member named 'LeftPosZ' in 'Upp::ConvertTime'.

Sincerely,
warchef

Subject: Re: DropTime TimeAlways
Posted by [mirek](#) on Wed, 23 Dec 2020 12:14:53 GMT
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Works for me with trunk; but there were some fixes recently. Can you check with trunk eventually?

Mirek

Subject: Re: DropTime TimeAlways
Posted by [warchef](#) on Wed, 23 Dec 2020 18:16:02 GMT
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Hello Mirek,

there is still this problem, I also checked with the trunk (15620 now) if CLANG is the compiler. However, it compiles at MSVS19x64. My system is Windows 10 x64.

Sincerely,
warchef

Subject: Re: DropTime TimeAlways
Posted by [mirek](#) on Wed, 23 Dec 2020 19:31:50 GMT
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warchef wrote on Wed, 23 December 2020 19:16Hello Mirek,

there is still this problem, I also checked with the trunk (15620 now) if CLANG is the compiler. However, it compiles at MSVS19x64. My system is Windows 10 x64.

Sincerely,

warchef

Can you try to "touch" the .lay file (is it gets saved in a new format)? E.g. move something a bit...

Subject: Re: DropTime TimeAlways

Posted by [warchef](#) on Sun, 27 Dec 2020 14:25:47 GMT

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I attach simple layout file

File Attachments

1) [TestDropTime.lay](#), downloaded 273 times

Subject: Re: DropTime TimeAlways

Posted by [mirek](#) on Sat, 23 Jan 2021 08:54:53 GMT

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warchef wrote on Sun, 27 December 2020 15:25: I attach simple layout file

Thanks, it was different issue from what I was thinking, you are right and it is now fixed.

Moral of the story: Always provide a testcase package...

Mirek
