Audacious - OLD, PLEASE USE GITHUB DISCUSSIONS/ISSUES - Bug #561

Audacious mut use C++ includes rather than C

July 10, 2015 20:03 - Carlo Bramini

Status:	Rejected		**Start date:**	July 10, 2015
Priority:	Minor		**Due date:**	
Assignee:			**% Done:**	0%
Category:			**Estimated time:**	0.00 hour
Target version:				
Affects version:	3.7-alpha1			

Description

Hello,
I'm getting lot of troubles from the time Audacious switched from C to C++.
The reason of these troubles are related to the fact that Audacious is not using C++ includes.
All lines like:

#include <stdio.h>
#include <stdlib.h>
...etc

must be replaced with:

#include <cstdio>
#include <cstdlib>
...etc

Actually, it happens that in some circumstance the inclusion of the usual headers causes an error at compile time.
For example (I'm using Windows), including <cstdio> does not only include <stdio.h> and declares std:: but it also disables the declaration of some optimized macros, like feof(). Since the name "feof" is used as VFS module, compilation crashes with an error, because the preprocessor expands the feof macro when it finds it. But if you include <cstdio> instead, that problem is gone, because there is no feof() macro and only feof() function exists.

History

#1 - July 10, 2015 23:26 - John Lindgren

- Status changed from New to Rejected

Bug reports that start off by saying "Audacious must (insert sweeping change here)" are not welcome. There are instructions for compiling on Windows included in the audacious source package under contrib/. If you have followed these exactly and still get an error, please file a specific bug report with the exact error.