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Subject: Re: Compiling errors. Not renegade scripts

Posted by [jnz](#) on Sat, 30 May 2009 15:31:22 GMT

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Omar007 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.

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