

DCMTK - Bug #1107

Remove compatibility code for pre-CXX98 compilers

2024-02-19 10:53 - Marco Eichelberg

Status:	Closed	Start date:	2024-02-19
Priority:	Normal	Due date:	
Assignee:		% Done:	100%
Category:		Estimated time:	0:00 hour
Target version:	3.7.0	Compiler:	
Module:			
Operating System:			

Description

DCMTK requires a compiler that is compliant with the CXX98 standard. However, the library still contains compatibility code for pre-CXX98 compilers. This is now largely dead code and should be removed. Compatibility macros should be directly set to the CXX98 implementation. This affects, for example:

- Configure tests and configure macros:

```
DCMTK_LOG4CPLUS_HAVE_ERRNO_H
HAVE_CLASS_TEMPLATE
HAVE_CLIMITS
HAVE_CMATH
HAVE_CSTDARG
HAVE_CSTDIO
HAVE_DYNAMIC_CAST
HAVE_ERRNO_H
HAVE_FLOAT_H
HAVE_ITERATOR_HEADER
HAVE_NOTHROW_DELETE
HAVE_PROTOTYPE_STD__FINITE
HAVE_PROTOTYPE_STD__VFPRINTF
HAVE_REINTERPRET_CAST
HAVE_SETJMP_H
HAVE_SSTREAM
HAVE_SSTREAM_H
HAVE_STATIC_CAST
HAVE_STDARG_H
HAVE_STDDEF_H
HAVE_STDIO_H
HAVE_STDLIB_H
HAVE_STD_NAMESPACE
HAVE_STD__NOTHROW
HAVE_STRING_H
HAVE_STRSTREAM
HAVE_VPRINTF
SIZEOF_CHAR
```

- class OFStringStream and "family"
- Other obsolete macros:

```
STD_NAMESPACE
USING_STD_NAMESPACE
INCLUDE_... macros in ofstdinc.h
```

- The following macros need to be checked. Most of them actually activate/deactivate a separate implementation in DCMTK:

```
HAVE_STL_ALGORITHM
HAVE_STL_LIMITS
HAVE_STL_LIST
HAVE_STL_MAP
```

```
HAVE_STL_MEMORY
HAVE_STL_STACK
HAVE_STL_STRING
HAVE_STL_VECTOR
```

History

#1 - 2024-03-07 11:28 - Marco Eichelberg

- % Done changed from 0 to 30

#2 - 2025-01-18 18:39 - Marco Eichelberg

- Status changed from New to Closed

- Target version changed from 3.7.1+ to 3.7.0

- % Done changed from 30 to 100