Subject: FairRoot global name conflicts
Posted by Waleed Esmail on Mon, 14 Oct 2019 16:17:39 GMT

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Dear FairRoot developers,

I am working on an external library that depends on FairRoot. Apparently there was a problem of naming conflicts of global variables in the library and the enum FairLogLevel from FairLogger.

We've solved this problem by putting FairLogLevel inside class scope enum class FairLogLevel and FATAL=0, ...

```
-enum FairLogLevel
+
+enum class FairLogLevel
 {
-   FATAL,
+   FATAL=0,
.
.
.

-   const char* ConvertLogLevelToString(FairLogLevel level) const { return
LogLevelString[level]; }
+   const char* ConvertLogLevelToString(FairLogLevel level) const { return
LogLevelString[static_cast<int>(level)]; }
```

So it would be great to have this in the dev branch and the upcoming release to avoid potential conflicts.

Kind Regards,
Yong & Waleed
FZJ