

U0CLDU8UB : <<https://ellie-app.com/3BBdsVGkq6da1/0>>
U5Q42DDMJ : ok but that's weird
U5Q42DDMJ : the type shouldn't be constrained on `a` ?
U0CLDU8UB : The more specific version `fromList : List User` > List UserEntity` works too
U5Q42DDMJ : ah I didn't see you changed ApiEntity to ApiState
U5Q42DDMJ : of course it compiles
U5Q42DDMJ : but that's not what I want
U0CLDU8UB : what do you want?
U3SJEDR96 : <@U5Q42DDMJ> `type alias ApiEntity a = ApiState (Entity a)` if `a` _is_ an `Entity something` means you have `Entity (Entity something)`, no?
U5Q42DDMJ : ah yes brilliant <@U3SJEDR96>
U1B8JE3Q9 : <@U5Q42DDMJ> if you expand the type aliases you have , you get the following:``

```

type UserEntity = ApiEntity User
{substitute ApiEntity}
type UserEntity = ApiState (Entity User)
{substitute Entity}
type UserEntity = ApiState ( User | uuid : String }
type UserEntity = ApiState ( username : String , uuid : String, uuid : String }
``
```


U5Q42DDMJ : <@U1B8JE3Q9> your solution was working but I need to redefine everything twice (for `User` and then for `UserEntity`)
U5Q42DDMJ : <@U1B8JE3Q9> yes :slightly_smiling_face:
U5Q42DDMJ : but the compiler would be more helpful if it said "Looks like a record has 2 fields uuid" instead of "missing a uuid field"
U5Q42DDMJ : thx!!
U1B8JE3Q9 : I'm actually a bit surprised it lets you define that
U5Q42DDMJ : anyway thanks folks for the help, very much appreciated! :slightly_smiling_face:
U3SJEDR96 : <@U1B8JE3Q9> I think there's an open bug that you can currently have a record with duplicate fields, actually
U3SJEDR96 : `type alias Foo = { a : String, a : Int }` <- even with conflicting types, actually :sweat_smile:
U41NK9BM4 : Oops.
U0NCP4NC9 : did we have elm-make 64bit? my project showing "elm-make.exe: out of memory" on win10
U0EUHKVGB : <@U0NCP4NC9>, if it is out of memory then there is something else wrong
U0EUHKVGB : Does this happen on a particular project?
U4PT7NG4V : I've seen some out of memory bugs in the compiler repo. Might be worth searching there :slightly_smiling_face:
U0NCP4NC9 : <@U0EUHKVGB> 3Q for answer , there is so many file in my project , and i changing some like the "foundation" ... maybe it's to many error will coming out .. I'm splitting piece by piece ..
U0CLDU8UB : ilias, adrien and enetsee, I'm pretty sure this is a product of a core feature of the record system in Elm. This episode of Elm Town discusses the problem field in more detail:
<<https://elmtown.github.io/2017/04/26/history-in-elm-town-records-episode-12.html>>
U3SJEDR96 : True, but it's a bug nevertheless (and fixed in `dev` :partypuffin:)
U2LAL86AY : found a runtime error in the svg library.``

```

Svg.svg
  [ class ""
  ]
  []
...
...

```



```

bundle.js:12333 Uncaught TypeError: Cannot assign to read only property 'className' of object
'#&lt;SVGSVGElement&gt;'
    at applyFacts (bundle.js:12333)
    at render (bundle.js:12262)
    at render (bundle.js:12268)
    at render (bundle.js:12250)
    at bundle.js:13576
    at Object.&lt;anonymous&gt; (bundle.js:10017)
    at Object.def.callback (bundle.js:23128)
    at step (bundle.js:10662)

```

... at work (bundle.js:10720)

So i can't use Html.Attributes.class inside svg element - but this should work according to the type annotation.

svg : List (Attribute msg) -> List (Svg msg) -> Html msg

U1B8JE3Q9 : isn't that `Svg.Attribute` rather than `Html.Attribute`?

U2LAL86AY : ah yes that's true.:smile:

U2LAL86AY : but then is the job of the compiler to catch this.``

import Html.Attributes exposing (class)

import Svg

import Svg.Attributes as SA

view : Model -> Html Msg

view model =

... Svg.svg [class ""] []

Hmm this is the second time i found a run-time exception in the long time - errors are becoming like unicorns in elm :smile:

U3SJEDR96 : yeah, so basically the difference is that `Html.Attributes.class` uses `className` under the hood, while `Svg.Attributes.class` uses `class`

U3SJEDR96 : _but_ `Html.Attribute` (the type) and `Svg.Attribute` (the type) are both simple aliases for `VirtualDom.Property`

U3SJEDR96 : which means you can indeed use them when they don't really make sense

U0CLDU8UB : That's awesome and cool!

U2LAL86AY : thanks for explanation

U3SJEDR96 : I know it doesn't really solve your issue, but it's nice to know :wink: