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Subject: Re: Cross-platform TabBar issue (revision 3063)  
Posted by [Sender Ghost](#) on Sun, 23 Jan 2011 12:22:58 GMT  
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mirek wrote on Sun, 23 January 2011 13:03 Should be fixed in svn, please check...  
It not updated on svn mirror yet to see, but I think `#ifdef PLATFORM_WIN32` is enough, because  
it assumed for `PLATFORM_WIN64` inside `uppsrc/Core/config.h`.

unodgs wrote on Sun, 23 January 2011 13:12 Opps, sorry about that. I forgot that BSD is not  
LINUX and `PLATFORM_LINUX` doesn't work for it.  
I understand

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