

---

Subject: [BUG] Win32DnD.cpp: tagPOINT has no member named ToString

Posted by [koldo](#) on Tue, 02 Feb 2010 08:18:30 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Hello all

There is a compiling problem in Win32DnD.cpp using MinGW because POINTL has not a ToString().

The solution is:

- Line 158

Change this:

```
LLOG("DragEnter " << pt);
```

with this:

```
LLOG("DragEnter " << AsString(pt));
```

- Line 181

Change this:

```
LLOG("DragOver " << pt << " keys: " << grfKeyState);
```

with this:

```
LLOG("DragOver " << AsString(pt) << " keys: " << grfKeyState);
```

---

Subject: Re: [BUG] Win32DnD.cpp: tagPOINT has no member named ToString

Posted by [mirek](#) on Tue, 02 Feb 2010 22:43:27 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

koldo wrote on Tue, 02 February 2010 03:18Hello all

There is a compiling problem in Win32DnD.cpp using MinGW because POINTL has not a ToString().

The solution is:

- Line 158

Change this:

```
LLOG("DragEnter " << pt);
```

with this:

```
LLOG("DragEnter " << AsString(pt));
```

- Line 181

Change this:

```
LLOG("DragOver " << pt << " keys: " << grfKeyState);
```

with this:

```
LLOG("DragOver " << AsString(pt) << " keys: " << grfKeyState);
```

Ops. LLOG should not be active in the first place...

Mirek

---