
Subject: GLCtrl compiling problems
Posted by [koldo](#) on Wed, 16 Sep 2015 11:22:01 GMT
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MinGW compiler complains in Win32GLCtrl.cpp in this line:

```
ctrl->doubleBuffering ? SwapBuffers(hDC) : glFlush();  
Quote:error: third operand to the conditional operator is of type 'void', but the second operand is  
neither a throw-expression nor of type 'void'
```

```
if (ctrl->doubleBuffering)  
    SwapBuffers(hDC);  
else  
    glFlush();  
solves the problem.
```

In addition, in GLCtrl Package organizer, in rule:

When WIN32 GCC Libraries glaux glu32 opengl32

glaux would have to be removed.

Both fixes work in 32 and 64 bits.

Subject: Re: GLCtrl compiling problems
Posted by [Mindtraveller](#) on Wed, 16 Sep 2015 14:52:37 GMT
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Koldo, I'd like to propose the patch for GLCtrl class. Can you please review it?
<http://www.ultimatepp.org/forums/index.php?t=msg&th=9396&start=0&>

Subject: Re: GLCtrl compiling problems
Posted by [koldo](#) on Thu, 17 Sep 2015 05:50:18 GMT
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Mindtraveller wrote on Wed, 16 September 2015 16:52Koldo, I'd like to propose the patch for GLCtrl class. Can you please review it?
<http://www.ultimatepp.org/forums/index.php?t=msg&th=9396&start=0&>Sorry Midtraveller. I do not maintain GLCtrl and I do not have almost any idea of OpenGL (although I want to use it a lot), so I am not the right person to opine.

Subject: Re: GLCtrl compiling problems
Posted by [mirek](#) on Thu, 29 Oct 2015 17:57:16 GMT

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Fixed. Thank you.
