Subject: Re: Building & using U++ without TheIDE
Posted by sergei on Sun, 23 Sep 2007 14:22:48 GMT

luzr wrote on Sun, 23 September 2007 10:54sergei wrote on Fri, 21 September 2007 18:18
P.S. I have a feeling it has something to do with LG/LOG/LLOG/... #defines. GridCtrl redefines
LG, but removing it and replacing all LG with LGR in it didn't help...

Ah, of course. Manual SCU approach.

Do you undefine macros defined in .cpp?

(BLITZ does this automatically).

Mirek

No. That's why I'm trying to ensure there are no naming conflicts. Macros are evil

But since that works in MSVC I doubt that would be a naming clash bug or something similar.
Maybe I should try MinGW 4.2 instead of 3.4.5.