Subject: Re: Building & using U++ without TheIDE
Posted by mirek on Mon, 05 Nov 2007 10:10:46 GMT

Update: So it seems nearly impossible to solve that without chnaging #include "zlib.h" in png.h.

If I put "fake" zlib.h as you did into plugin/png, it does not seem to work with mingw. With zlib.h in lib, it does not work with MSC...

So with this ugly thing, it is now back again...

Mirek