Subject: Re: Linux compile fails
Posted by iplayfast on Fri, 24 Feb 2006 21:32:43 GMT

luzr wrote on Fri, 24 February 2006 15:57
BTW, we have not tested SDL in linux yet (In fact, SDL is not a part of U++, we have added it to Win32 version just to make things easy for people interested in game development and not necessarily interested in U++ library). I would welcome fix there - the simplest would be to post here fixed .upp and .cpp files of SDLExample package.

Mirek

OK here you go. (it works!!!)
The font.bmp needed a path change, which may not be portable back to windows.

File Attachments
1) SDLExample.upp, downloaded 1889 times