
Subject: Re: Upp moves to SVN

Posted by [iplayfast](#) on Tue, 28 Feb 2006 01:18:59 GMT

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

I've not seen smartsvn before. It looks like it would do the job. Why do you think it's better then TortoiseSVN?

Attached is my first patch! (whee!!)

This patch allows the SDLexample to work on Linux. The only thing is, I think that the beta I downloaded already has some changes in it.

Is the svn at sourceforge up to date?

The patch (human readable)

Replace this

#include <SDL.h>

with this

#include <SDL/SDL.h>

According to SDL sites this is what is expected. But in just trying out this patch on windows, it breaks it. Perhaps you folks need to add and SLD directory before the one you added to windows? (just guessing)

replace this

```
fntbmp = SDL_LoadBMP(GetDataFile("font.bmp"));
```

with this

```
#ifdef PLATFORM_WIN32
```

```
    fntbmp = SDL_LoadBMP(GetDataFile("font.bmp"));
```

```
#endif
```

```
#ifdef PLATFORM_POSIX
```

```
    fntbmp = SDL_LoadBMP(GetDataFile("upp/examples/SDLEExample/font.bmp"));
```

```
#endif
```

So that the font.bmp is found. I don't know the best way of handling this for an example program. The data isn't with the binary under Linux, so I just mapped it to where it was from my home directory.

There is probably a better way to handle this, but I don't know.

File Attachments

1) [SDLExample_patch.diff](#), downloaded 1772 times
