jobs wrote on Mon, 28 November 2005 07:41First, you done great job with Ultimate, congratulations!

I think it should be casting to (Point) in next line of
/geom/Draw/plotter.cpp

Quote: ImageMarker::ImageMarker(const AlphaArray& srcimg, ...)
{
 hotspot = (ignore_hotspot ? (Point) srcimg.GetSize() >> 1 : srcimg.GetHotSpot());

Otherwise it wouldn't compile.

But then I have linking errors:

Quote:20 undefined symbol(s):
_glBegin@4 (referenced from   c:\devel\ultimate\out\opengl\mingw.blitz.gui.main\$blitz.o:4 4;
CameraCtrl::GLPaint(v
 oid); CameraCtrl::GLPaint(); .text$_ZN10CameraCtrl7GLPaintEv)....

I compile and link with MingW.
Any suggestions what's going wrong?

Thanks!

I believe the error GCC gives at line 1719 in plotter.cpp is a GCC bug as both Point and Size have non explicit constructor that allows implicit conversion between each other and the compiler is required to apply implicit conversions to rvalues of class type in ?: operator. You should probably write
 hotspot = (ignore_hotspot ? Point(srcimg.GetSize() >> 1) : srcimg.GetHotSpot());

to keep GCC happy.

I don't get the linker errors you mention but I do get an error at line 9 of OpenGL.H in the examples/OpenGL folder
#include <GL/glaux.h>
- the error is "no such file or folder"

I'm puzzled, because there is no glaux.h file nor is there a GL directory/package - yet it builds and runs fine with VC7.1 ???

Graeme