Subject: Re: Painter
Posted by chickenk on Fri, 16 Jan 2009 16:49:26 GMT

sorry, I was trying on Windows+MinGW... I got it working by nastily hacking the code (uncommenting the header inclusion, adding it to the sources plus other few fixes).

Speaking of the few fixes, it seems that PrintDlg is #define'd by windows headers and replaced in Print.cpp by PrintDlgA, thus a compiling error follows... I don't know why it did not happen before. Maybe the reorganization makes the windows header appear earlier.

I added the following :

```
#ifdef PrintDlg
# undef PrintDlg
#endif
```

and it worked then.

I also had problems with the call to function abs(). I don't know if there is one that exists on windows for double types... So I also added a #define ABS() doing quite the same, and replaced the calls to abs() by ABS().

Just my 2 cents to keep U++ compilable on every platforms... Don't follow my fixes they are ugly, but can give some hints to speed up the real correction.

Lionel