
Subject: Re: Major Draw refactoring
Posted by [nixnixnix](#) on Wed, 15 Jul 2009 16:25:46 GMT
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Hi Mirek,

I just updated again but this time I get different errors

Quote:

FontWin32.cpp

C:\lupp\uppsrc\Draw\FontWin32.cpp(171) : error C2039: 'LOCAL' : is not a member of 'Upp::Font'
c:\lupp\uppsrc\draw\Draw.h(46) : see declaration of 'Upp::Font'
C:\lupp\uppsrc\Draw\FontWin32.cpp(171) : error C2065: 'LOCAL' : undeclared identifier

```
static int CALLBACK Win32_AddFace(const LOGFONT *logfont, const TEXTMETRIC *, dword
type, LPARAM param)
{
#ifdef PLATFORM_WINCE
    const wchar *facename = (const wchar *)param;
    if(facename && _wcsicmp(logfont->lfFaceName, facename))
        return 1;
#else
    const char *facename = (const char *)param;
    if(facename && stricmp(logfont->lfFaceName, facename))
        return 1;
#endif

    dword typ = 0;
    if((logfont->lfPitchAndFamily & 3) == FIXED_PITCH)
        typ |= Font::FIXEDPITCH;
    if(type & TRUETYPE_FONTTYPE)
        typ |= Font::SCALEABLE;
    if(!(logfont->lfCharSet == SYMBOL_CHARSET) && logfont->lfCharSet != 0)
        typ |= Font::LOCAL;
#ifdef PLATFORM_WINCE
    FontFaceInfo& f = sFontFace().Add(WString(logfont->lfFaceName).ToString());
    f.name = FromSystemCharset(logfont->lfFaceName);
#else
    FaceInfo& f = sList->Add();
    f.name = FromSystemCharset(logfont->lfFaceName);
    f.info = typ;
#endif
    return facename ? 0 : 1;
}
```

I get this error with MSC9 and a similar error with MINGW.

Nick
