Subject: [BUG] Win32DnD.cpp: tagPOINT has no member named ToString
Posted by koldo on Tue, 02 Feb 2010 08:18:30 GMT
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Hello all

There is a compiling problem in Win32DnD.cpp using MinGW because POINTL has not a ToString().

The solution is:

- Line 158
Change this:
LLOG("DragEnter " << pt);
with this:
LLOG("DragEnter " << AsString(pt));

- Line 181
Change this:
LLOG("DragOver " << pt << " keys: " << grfKeyState);
with this:
LLOG("DragOver " << AsString(pt) << " keys: " << grfKeyState);