
Subject: Re: X11App.cpp should #include <locale.h>

Posted by [mirek](#) on Tue, 18 Apr 2006 18:20:06 GMT

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No. The logic is that each compilation flag XXX is reflected as "flagXXX" define in C++. It is then tested in Core.h (in quite ugly and fuzzy preprocessing) and combined with other macros identifying compilers etc... to produce PLATFORM_*, CPU_* and COMPILER_* (reminds me I should finally find time to document them....)

Mirek
