
Subject: [FIXED] X11 GLCtrl broken again ?
Posted by [mdelfede](#) on Thu, 26 Aug 2010 21:10:02 GMT
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Today (but it's about 2 weeks I don't try it...) GLCtrl don't compile anymore on my Ubuntu 10.04.
The problem is a 'typedef Status' inside GL/glx.h which clashes with Upp::Status.

I really wonder why those X11 + OpenGL people don't enclose their stuffs in a namespace.....

Max

Easy solution would be, in DrawX11.h :

```
#ifdef PLATFORM_X11

#define Time    XTime
#define Font    XFont
#define Display XDisplay
#define Picture XPicture

#include <X11/Xlib.h>
#include <X11/Xutil.h>
#include <X11/Xatom.h>

#include <X11/Xft/Xft.h>
#include <X11/extensions/Xrender.h>

#include <GL/gl.h>      <-----
#include <GL/glu.h>     <----- HERE
#include <GL/glx.h>     <-----

#undef Picture
#undef Time
#undef Font
#undef Display
```

But I guess we don't want opengl dependency if not used....