
Subject: Re: X11 GLCtrl broken again ?
Posted by [mdelfede](#) on Thu, 26 Aug 2010 22:14:26 GMT
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A more viable workaround....

in GLCtrl.h :

```
#ifndef _GLCtrl_GLCtrl_h
#define _GLCtrl_GLCtrl_h

#include <CtrlLib/CtrlLib.h>

#include <GL/gl.h>
#include <GL/glu.h>

NAMESPACE_UPP

#ifdef PLATFORM_X11
#define GLX_SUN_get_transparent_index <----- HERE
#include <GL/glx.h>
#endif
```

That one drops this part of glxext.h :

```
#ifndef GLX_SUN_get_transparent_index
#define GLX_SUN_get_transparent_index 1
#ifdef GLX_GLXEXT_PROTOTYPES
extern Status glXGetTransparentIndexSUN (Display *, Window, Window, long *);
#endif /* GLX_GLXEXT_PROTOTYPES */
typedef Status ( * PFNGLXGETTRANSPARENTINDEXSUNPROC) (Display *dpy, Window
overlay, Window underlay, long *pTransparentIndex);
#endif
```

I really don't know its purpose, but disabling it made GLCtrl compile again.

Mirek, it's an acceptable solution ? I didn't find a better one by now.

Ciao

Max
