
Subject: Re: X11 GLCtrl broken again ?

Posted by [mdelfede](#) on Mon, 30 Aug 2010 09:16:20 GMT

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Mirek, here the compilation error :

In file included from /usr/include/GL/glx.h:336,
from /home/massimo/sources/upp-svn/uppsrc/GLCtrl/GLCtrl.h:12,
from /home/massimo/sources/upp-svn/MyApps/TestGL/TestOpenGL.cpp:1:

declared in this scope

The glxt.h is included AFTER upp namespace opening because of your defines in X11 stuffs :

```
#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
#include <GL/glx.h>
#endif
```

If I include after I have tons of errors.
Now, with the #define we spoke about :

```
#ifdef PLATFORM_X11
#define Status GLStatus
#include <GL/glx.h>
#undef Status
#endif
```

the error is almost the same :

In file included from /usr/include/GL/glx.h:336,
from /home/massimo/sources/upp-svn/uppsrc/GLCtrl/GLCtrl.h:13,
from /home/massimo/sources/upp-svn/uppsrc/GLCtrl/GLPicking.cpp:1,

from
/home/massimo/sources/upp-svn/out/GLCtrl/GCC.Debug.Debug_full.Gui.Shared/\$blitz.cpp:3:

declared in this scope

The best would be of course include glextr BEFORE upp namespace :

```
#ifdef PLATFORM_X11
#define Status GLStatus
#include <GL/glx.h>
#undef Status
#endif
```

NAMESPACE_UPP

But then I get tons of errors because of your #defines in X11 core. If I replicate all those defines :

```
#ifdef PLATFORM_X11
#define Time XTime
#define Font XFont
#define Display XDisplay
#define Picture XPicture
#define Status GLStatus
#include <GL/gl.h>
#include <GL/glu.h>
#include <GL/glx.h>
#undef Status
#undef Picture
#undef Time
#undef Font
#undef Display
#else
#include <GL/gl.h>
#include <GL/glu.h>
#endif
```

I get tons of errors, AND the same error as before at end.

Quite out of ideas

Max
