Subject: Re: U++ video control to come soon
Posted by kohait00 on Tue, 26 Apr 2011 21:06:45 GMT
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Hi Koldo,

i've been tackling the SDL compile issue.. the one with WinMain reference hack. found it to work in SDLExample in examples, just check it out. it does not need the WinMain() { return main(); } hack anymore.

i thought it might be a good way to do the same for SDL package. tried it but MSC version crashes during compile in release mode. debug mode works fine. i did not dare to commit such stuff so i give it out here, maybe we can finally find the reason why ide crashes when compile.

there is also a compile.txt on the environment howto setup, which i used in my case.

EDIT: have tested it again, seems to compile without crash. kinda weired. so maybe this can be commited..

File Attachments
1) SDL.rar, downloaded 312 times