Subject: Re: U++ video control to come soon
Posted by koldo on Thu, 28 Apr 2011 09:22:40 GMT
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Hello Konstantin

I have found problems in DrawPixel() and GetPixelPos() that avoid to compile in MinGW-Speed only. They are now solved and will be uploaded today.

With this, without any change, package works well for MSC and MINGW, Debug and Speed.

SDL official binaries/prebuilt packages AFAIK come only for shared. Anyway I have not done any effort in compiling statically (although original SDL is supplied with MSC project files to compile it statically) because the shared one is the more general focus (SDL is LGPL).

As I have indicated before, there is a compilation in https://sourceforge.net/projects/upp/files/GPL-sources/SDL%2 0plugin_LGPL.7z/download just to avoid any problem to U++ programmers.

Of course, forget about SDL_main or libSDLmain.a.