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Subject: Re: Problem with includes in Socket.cpp and Web.h

Posted by [koldo](#) on Tue, 10 Apr 2012 06:47:23 GMT

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Hello Mirek and Kohait

In my PC it works now. The changes included for sure are not perfect but they serve:

In Socket.cpp, for MinGW

```
#ifdef PLATFORM_WIN32
```

```
#include <winsock2.h>
```

```
#ifdef COMPILER_MSC
```

```
#include <Ws2ipdef.h>
```

```
#endif
```

```
#include <Ws2tcpip.h>
```

```
#endif
```

In Core.h

- Include this before windows.h, for MinGW

```
#ifdef COMPILER_MINGW
```

```
#define WINVER 0xFFFF
```

```
#endif
```

- To add:

```
#ifdef PLATFORM_WIN32
```

```
#include <ws2tcpip.h>
```