Subject: Re: Problem with includes in Socket.cpp and Web.h
Posted by mirek on Tue, 10 Apr 2012 07:18:48 GMT

koldo wrote on Tue, 10 April 2012 02:47Hello 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>

Not quite sure about "To add".

Could you attach both files to be sure?

Mirek