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Subject: Little problem in util.cpp and simple solution

Posted by [koldo](#) on Sun, 15 Apr 2012 20:16:29 GMT

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Hello Mirek

In util.cpp there is this:

```
#ifdef PLATFORM_POSIX
dword GetTickCount() {
    struct timeval tv[1];
    struct timezone tz[1];
    memset(tz, 0, sizeof(tz));
    gettimeofday(tv, tz);
    return (dword)tv->tv_sec * 1000 + tv->tv_usec / 1000;
}
```

```
int msec(int from) { return int((GetTickCount() - (dword)from) & 0x7fffffff); }
```

#endif This produces linking problems in MinGW.

Just moving msec() outside the #ifdef solves the problem:

```
#ifdef PLATFORM_POSIX
dword GetTickCount() {
    struct timeval tv[1];
    struct timezone tz[1];
    memset(tz, 0, sizeof(tz));
    gettimeofday(tv, tz);
    return (dword)tv->tv_sec * 1000 + tv->tv_usec / 1000;
}
```

```
#endif
```

```
int msec(int from) { return int((GetTickCount() - (dword)from) & 0x7fffffff); }
```

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