Hi,

I have retaken the project of compiling the new OCE under Windows. This time, since Massimo reports that VS works fine, with GCC 4.7.0. I am using the latest version of U++ (5584) and the review/fix-static-build source for OCE.

As is, the project has a few issues:

- One still needs to define the internal include ../freetype as mentioned on a previous post.

- File OpenGl_Context.cxx yields an error on line 252. That can be solved either by adding a (void*) cast in front of the returned value or by adding the compiler option -fpermissive.

- After those issues are solved, all files are compiled correctly, yet U++ complains that there are errors and does not proceed to the next package. To further illustrate: if I re-run the build process after that, I get the following:

----- CtrlLib (GUI USEMALLOC GCC WIN32) (1 / 13)
----- OCE (GUI USEMALLOC GCC WIN32) (2 / 13)
Creating library...

There were errors. (0:09.01)

Any ideas why that is so?

I will keep on at it

Keltor

PS: Really cool proggie, Max!