
Subject: Re: So many preprocessor defines for platform !

Posted by [Zbych](#) on Thu, 11 Apr 2013 14:20:59 GMT

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My guess is that different libraries (plugins) use different definitions and that's why there is plenty of them.

For example:

__WIN32 - png, sqlite, bz2

WIN32 - z lib, png, tiff

__WIN32__ - png, tiff

__linux__ - png

and so on.

I think you should use PLATFORM_* definitions in your upp code.

```
void MyMultiplatformFunction(...)
{
```

```
common code
```

```
#ifdef PLATFORM_LINUX
```

```
code specific to linux only
```

```
#elif defined(PLATFORM_POSIX)
```

```
code specific to posix systems (linux, bsd, solaris, osx?)
```

```
#elif defined(PLATFORM_WIN64)
```

```
code specific to windows 64-bit only
```

```
#elif defined(PLATFORM_WIN32)
```

```
code specific to windows 32/64
```

```
#endif
```

```
common code
```

```
}
```
