
Subject: Re: TURTLE alpha status

Posted by [Tom1](#) on Tue, 04 Feb 2014 10:33:11 GMT

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Hi,

Yes, it seems we need:

```
#if defined(PLATFORM_WIN32)
#ifndef flagTURTLE
operator const RECT*() const { ASSERT(sizeof(*this) == sizeof(RECT)); return (RECT*)this; }
operator RECT*()          { ASSERT(sizeof(*this) == sizeof(RECT)); return (RECT*)this; }
operator RECT&()           { ASSERT(sizeof(*this) == sizeof(RECT)); return *(RECT*)this; }
operator RECT() const      { RECT r; r.top = top; r.bottom = bottom;
                             r.left = left; r.right = right; return r; }
Rect_(const RECT& rc)       { Set((T)rc.left, (T)rc.top, (T)rc.right, (T)rc.bottom); }
#endif
#endif
```

or something similar in Core/Gtypes.h.

Best regards,

Tom
