
Subject: Re: TURTLE alpha status

Posted by [mirek](#) on Mon, 10 Feb 2014 08:25:12 GMT

[View Forum Message](#) <> [Reply to Message](#)

Tom1 wrote on Tue, 04 February 2014 05:33Hi,

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

That is weird. I believe I have now WebWord working in Win32 (in debug mode, fork issue is still unresolved), but about the only thing I had to fix was DesktopRect issue...

Mirek
