
Subject: Re: Compile with upp-win32-7207 - bugs
Posted by [koldo](#) on Fri, 11 Apr 2014 23:04:22 GMT
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Hello Mirek

I have the same problem, even after reinstalling TDM GCC, but only in 32 bits. Maybe the problem is this:

- In Core/config.h, line 17, there is a #define WINVER WindowsXP

- In wingdi.h, there is a:

```
#if(WINVER >= 0x0500)
```

```
#define SHADEBLENDCAPS 120
```

```
...
```

This means that SHADEBLENDCAPS and other are not included.
