
Subject: Re: Compile with upp-win32-7207 - bugs
Posted by [mirek](#) on Mon, 14 Apr 2014 18:43:51 GMT
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koldo wrote on Fri, 11 April 2014 23:04Hello 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.

I have tested with my copy of mingw, seems OK, so I am unable to provide a reliable fix.

I would propose fixing this with something like

```
#ifndef SHADEBLENDCAPS
```

```
#define SHADEBLENDCAPS 120
```

```
#endif
```

.... and so forth, put into ImageWin32.cpp.

Could you try that please?

Mirek
