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Subject: Re: Compile with upp-win32-7207 - bugs  
Posted by [koldo](#) on Mon, 14 Apr 2014 21:06:59 GMT  
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Hello Mirek

SHADEBLENDCAPS, SB\_PIXEL\_ALPHA, and others are already defined. By any reason, in Core/config.h, line 17, there is a `#define WINVER WindowsXP`, so all includes in wingdi.h are discarded, as all of them are under a `#if(WINVER >= 0x0500)`.

Just removing the `#define WINVER WindowsXP` or using a `#define WINVER 0x0500` would solve the problem.

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