Subject: Re: GetUserDefaultUILanguage identifier not found
Posted by awksed on Mon, 29 Jun 2015 09:37:48 GMT
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Hi Klugier,

Thank you for your reply. But unfortunately you answered a question I did not ask.

The question was (re-paraphrased) "Why does #include <windows.h> fail to provide some prototypes?".

Quote:Please notice that code writing in the way you are talking about didn't compile under Linux.

It did - hint:

#if (defined(WIN32) || defined(_WIN32) || defined(__WIN32__) || defined(_WIN64))

#else

#endif

I have vast amount of legacy (cross-platform) code that has to be incorporated into U++ GUI apps. Including a language system that addresses issues that others fail to.

Anyway, thank you for your attempt to help.

Perhaps Mirek could explain why #include <windows.h> (suitably wrapped in #ifdefs) fails to provide some prototypes (that I need for legacy code to work).

With kind regards,

Jan