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Subject: Re: SDLCtrl does not compile

Posted by [forlano](#) on Tue, 21 Jul 2015 13:04:42 GMT

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Klugier wrote on Mon, 20 July 2015 23:25Hello forlano,

Second issue is with function "SetError" (SDL/SDL\_Ctrl.cpp - line 144). I would recommend to comment method body. I don't know why it doesn't compile now. Maybe it is related to other up components.

```
void SDLCtrl::SDLCtrlIn::SetError(String str) {  
    /*  
    if (!strError.IsEmpty())  
        strError << "\n";  
    strError << ToUpper(str[0]) + DeQtLf(str.Mid(1));  
    */  
}
```

Hello Klugier,

thanks for the answer.

I confirm the bug even with the flag NOGTK. After removing SetError() the program compile and run.

Luigi