Subject: Re: SDLCtrl does not compile
Posted by Klugier on Tue, 21 Jul 2015 18:43:10 GMT

Hello Forlano,

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

It is true, because NOGTK also turn off GTK backend, but it do it completely. It means that there is no linking to gtk library and gtk theming engine is disable. So if you want to have native look&feel it is highly recommended to use X11 flag. Please notice that older version of upp uses X11 by default.

I didn't write it previously, but "SetError" is not back-end related issue, so this error cannot be eliminated by simply using NOGTK flag.

Sincerely,
Klugier