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Subject: Re: SDLCtrl does not compile

Posted by [koldo](#) on Wed, 22 Jul 2015 07:45:12 GMT

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Hello all

Thank you for the posts. I have included the suggestions:

- NOGTK
- Replaced ToUpper(str[0]) + DeQtLf(str.Mid(1)); with InitCaps(str); (String does not like "<<" and "+" in the same line -me neither- :) )
- typedef SDLCtrlIn CLASSNAME

Demo works well but in Linux the full screen mode does not work.

I do not expect to work with SDLCtrl and demo, so it is open to you or anybody to update and improve it :).

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