Subject: GLCtrl compiling problems
Posted by koldo on Wed, 16 Sep 2015 11:22:01 GMT

MinGW compiler complains in Win32GLCtrl.cpp in this line:

ctrl->doubleBuffering ? SwapBuffers(hDC) : glFlush();
Quote:error: third operand to the conditional operator is of type 'void', but the second operand is neither a throw-expression nor of type 'void'

if (ctrl->doubleBuffering)
  SwapBuffers(hDC);
else
  glFlush();
solves the problem.

In addition, in GLCtrl Package organizer, in rule:

When WIN32 GCC Libraries glaux glu32 opengl32

glaux would have to be removed.

Both fixes work in 32 and 64 bits.