
Subject: Re: GLCtrl in GTK

Posted by [ptkacz](#) on Tue, 11 Dec 2018 05:09:48 GMT

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Mirek,

I went and tried each of the demos and got:

reference/OpenGL: Yes

reference/GLDrawDemo: Yes

examples-bazaar/FTGL_Demo: Fail

When I attempt to compile the FTGL_Demo, I'm running into an issue with FreeType. See the attached screen shot.

In the past I've gotten this project to compile and run.

Similarly, in another project, I'm now getting errors like:

In file included from /usr/include/GL/glx.h:30:0,

from /home/ptkacz/upp/uppsrc/GLCtrl/GLCtrl.h:25,

from /home/ptkacz/project/dev/FractGenOne/ConsoleDialog.h:6,

from /home/ptkacz/project/dev/FractGenOne/FractGen.h:8,

from /home/ptkacz/project/dev/FractGenOne/main.cpp:1,

from

/home/ptkacz/upp.out/dev/FractGenOne/GCC.Debug.Debug_Full.Gui.Main.Shared/\$blitz.cpp:3:

/usr/include/X11/Xlib.h:199:9: error: reference to 'Font' is ambiguous

```
Font font;      /* default text font for text operations */
```

```
^~~~
```

In file included from /usr/include/X11/Xlib.h:44:0,

from /usr/include/GL/glx.h:30,

from /home/ptkacz/upp/uppsrc/GLCtrl/GLCtrl.h:25,

from /home/ptkacz/project/dev/FractGenOne/ConsoleDialog.h:6,

from /home/ptkacz/project/dev/FractGenOne/FractGen.h:8,

from /home/ptkacz/project/dev/FractGenOne/main.cpp:1,

from

/home/ptkacz/upp.out/dev/FractGenOne/GCC.Debug.Debug_Full.Gui.Main.Shared/\$blitz.cpp:3:

/usr/include/X11/X.h:100:13: note: candidates are: typedef XID Font

```
typedef XID Font;
```

Peter

File Attachments

1) [FreeTypeIssue.png](#), downloaded 420 times
