Posted by Xemuth on Mon, 30 Nov 2020 14:22:52 GMT
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I am working on GLFW package, I want it to be cross platforme, so as plugin/png I did this kind of trick (only pay attention to Windows part):

According to this image, my "glfw3.h" is interpreted after having defined the target (_GLFW_WIN32)

In "glfw3.h" the file internal.h get included and have this following block of code :

```
#if defined(_GLFW_COCOA)
 #include "cocoa_platform.h"
#elif defined(_GLFW_WIN32)
 #include "win32_platform.h"
#elif defined(_GLFW_X11)
 #include "x11_platform.h"
#elif defined(_GLFW_WAYLAND)
 #include "wl_platform.h"
#elif defined(_GLFW_OSMESA)
 #include "null_platform.h"
#else
 #error "No supported window creation API selected"
#endif
```


A this point, on my computer, the flag _GLFW_WIN32 should have been set but it's not the case. I don't get why

so here come my question, why when having this block :
```
#if defined(_WIN32)
 #define _GLFW_WIN32 1
#elif defined(_APPLE)
 #define _GLFW_COCOA 1
#elif defined(_LINUX)
 #define _GLFW_X11 1
#elif defined(_WAYLAND)
 #define _GLFW_WAYLAND 1
#elif define(_OMESA)
 #define _GLFW_OMESA 1
#endif
```

and being on W10 compiling with CLANG or MSVS don't result in _GLFW_WIN32 being set ?
What I am missing ?

Thanks in advance
Xemuth