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Subject: Re: GLFW Package

Posted by [Oblivion](#) on Wed, 02 Dec 2020 11:07:57 GMT

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With WAYLAND flag:

```
/home/testuser/GLFW/code/src/wl/wl_init.c (58): error: no member named 'wl' in 'struct
_GLFWwindow'
/home/testuser/GLFW/code/src/wl/wl_init.c (60): error: use of undeclared identifier 'topDecoration'
/home/testuser/GLFW/code/src/wl/wl_init.c (63): error: no member named 'wl' in 'struct
_GLFWwindow'
/home/testuser/GLFW/code/src/wl/wl_init.c (65): error: use of undeclared identifier 'leftDecoration'
/home/testuser/GLFW/code/src/wl/wl_init.c (68): error: no member named 'wl' in 'struct
_GLFWwindow'
(): if (surfaons.right.surface)
/home/testuser/GLFW/code/src/wl/wl_init.c (70): error: use of undeclared identifier
'rightDecoration'
/home/testuser/GLFW/code/src/wl/wl_init.c (73): error: no member named 'wl' in 'struct
_GLFWwindow'
/home/testuser/GLFW/code/src/wl/wl_init.c (75): error: use of undeclared identifier
'bottomDecoration'
/home/testuser/GLFW/code/src/wl/wl_init.c (103): error: no member named 'wl' in 'struct
_GLFWwindow'
/home/testuser/GLFW/code/src/wl/wl_init.c (104): error: no member named 'wl' in 'struct
_GLFWlibrary'
/home/testuser/GLFW/code/src/wl/wl_init.c (105): error: no member named 'wl' in 'struct
_GLFWlibrary'
/home/testuser/GLFW/code/src/wl/wl_init.c (107): error: no member named 'wl' in 'struct
_GLFWwindow'
/home/testuser/GLFW/code/src/wl/wl_init.c (109): error: no member named 'wl' in 'struct
_GLFWwindow'
/home/testuser/GLFW/code/src/wl/wl_init.c (118): error: no member named 'wl' in 'struct
_GLFWlibrary'
/home/testuser/GLFW/code/src/wl/wl_init.c (123): error: no member named 'wl' in 'struct
_GLFWwindow'
/home/testuser/GLFW/code/src/wl/wl_init.c (125): error: no member named 'wl' in 'struct
_GLFWlibrary'
/home/testuser/GLFW/code/src/wl/wl_init.c (126): error: no member named 'wl' in 'struct
_GLFWlibrary'
/home/testuser/GLFW/code/src/wl/wl_init.c (128): error: no member named 'wl' in 'struct
_GLFWlibrary'
/home/testuser/GLFW/code/src/wl/wl_init.c (136): error: no member named 'wl' in 'struct
_GLFWlibrary'
```

With MESA flag:

```
/home/testuser/GLFW/code/src/mesa/null_window.c (36): error: no member named 'null' in 'struct
_GLFWwindow'
/home/testuser/GLFW/glfwlib.c (47): In file included from /home/testuser/GLFW/glfwlib.c:47: ():
window->null.width = wndconfig->width;
/home/testuser/GLFW/code/src/mesa/null_window.c (37): error: no member named 'null' in 'struct
_GLFWwindow'
/home/testuser/GLFW/code/src/mesa/null_window.c (109): error: no member named 'null' in
'struct _GLFWwindow'
/home/testuser/GLFW/code/src/mesa/null_window.c (111): error: no member named 'null' in
'struct _GLFWwindow'
/home/testuser/GLFW/code/src/mesa/null_window.c (116): error: no member named 'null' in
'struct _GLFWwindow'
/home/testuser/GLFW/code/src/mesa/null_window.c (117): error: no member named 'null' in
'struct _GLFWwindow'
/home/testuser/GLFW/code/src/mesa/null_window.c (133): error: no member named 'null' in
'struct _GLFWwindow'
/home/testuser/GLFW/code/src/mesa/null_window.c (135): error: no member named 'null' in
'struct _GLFWwindow'
```

These are the errors I've encountered.

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