
Subject: Re: 32 bit wchar - for now in branch
Posted by [Tom1](#) on Fri, 19 Nov 2021 09:48:38 GMT
[View Forum Message](#) <> [Reply to Message](#)

Hi Mirek,

I have (mostly) tested my programs here. Everything compiles and everything at least seems to work just like they did before on Windows side.

However, on Linux Mint I just tried to compile reference/OpenGL and it failed with the following error: 1 error generated.

In file included from /home/tom/ultimatepp-wchar/uppsrc/CtrlCore/CtrlCoreInit.cpp:1:

In file included from /home/tom/ultimatepp-wchar/uppsrc/CtrlCore/CtrlCore.h:4:

In file included from /home/tom/ultimatepp-wchar/uppsrc/RichText/RichText.h:4:

In file included from /home/tom/ultimatepp-wchar/uppsrc/Draw/Draw.h:6:

In file included from /home/tom/ultimatepp-wchar/uppsrc/Core/Core.h:66:

/usr/lib/llvm-10/lib/clang/10.0.0/include/intrin.h:12:15: fatal error: 'intrin.h' file not found

#include_next <intrin.h>

^~~~~~

Best regards,

Tom
