
Subject: Re: Geom cleanup - what do you use?
Posted by [Tom1](#) on Thu, 27 Jun 2024 13:13:54 GMT
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Hi Oblivion,

Very nice, indeed!

Just like Iñaki (Koldo) pointed out, I also had to do the following changes on Windows:
Quote:To run it in Windows and CLANG as deployed in U++, I have had to do a couple of changes:

- Set 'struct' instead of 'class' in 'template<typename T> struct Point3_';
- In 'Perspective', 'Frustum' and 'Orthographic', replace 'near' and 'far' with other names. Maybe they are reserved.

The same changes are also required on Windows when compiling with MSBT.

Thanks and best regards,

Tom
