
Subject: Re: styling of widgets (animation / look and feel)

Posted by [dodobar](#) on Mon, 09 Sep 2024 07:10:06 GMT

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Hi Mirek,

Sorry to take this long to get back helping with this, but hopefully back from the dead, or at least nothing drugs can't fix.

I forked the u++ and selected animation branch , then edited the assembly to point to the cloned fork.

after trying to compile that I'm getting an error with the tabbar

E:\github\ultimatepp\uppsrc\TabBar\TabBar.cpp (936): error: call to non-static member function without an object argument

.. ChPaint(w, isz, v);

a little hack (Upp namespace), which resolves the issue ie Upp::ChPaint(w, isz, v);

but unfortunately I'm now getting some linking errors ():

() : Linking has failed

() : ld.lld: error: undefined symbol: WspiapiGetNameInfo

() : >>> referenced by libcrypto.a(libcrypto-lib-bio_addr.obj):(addr_strings)

() :

() : ld.lld: error: undefined symbol: gai_strerrorA

() : >>> referenced by libcrypto.a(libcrypto-lib-bio_addr.obj):(addr_strings)

() : >>> referenced by libcrypto.a(libcrypto-lib-bio_addr.obj):(BIO_lookup_ex)

() :

() : ld.lld: error: undefined symbol: WspiapiFreeAddrInfo

() : >>> referenced by libcrypto.a(libcrypto-lib-bio_addr.obj):(BIO_ADDRINFO_free)

() :

...

seems these are windows libs , I loaded the SDK and added the lines -lcrypt32 -ladvapi32

-IW2_32 -IMswsock to the common link options

but there still seems to be a issue finding the correct things, not sure what im missing here.

... this is why building projects freaks me out..lol

PS: I realize you're quite busy but would it be possible to create a new branch off the main with these animation adjustments?

i tested a merge but \Core\Map.hpp conflict so not sure if this would break the latest branch??