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Subject: Re: MacOS X woes

Posted by [mirek](#) on Sat, 23 Dec 2006 08:03:01 GMT

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lundman wrote on Fri, 22 December 2006 22:43 Thank you! Synced and trying... You forgot the Color.h changes for RGBA.

You forgot to send the file

Quote:

```
/Users/lundman/src/upp/uppsrc/plugin/bmp/bmphdr.h:18: error: cannot bind packed field  
'((Upp::BMP_FILEHEADER*)this)->Upp::BMP_FILEHEADER::  
    bfType' to 'Upp::word&'
```

Ahh, "packed field" rings the bell - it treats the \_\_attribute\_\_((packed)) using bit fields! Which makes your fix most likely wrong. Tried to fix (by adding SwapEndian functions which operate with value input and value return).

If it compiles, please try to load some .bmp files - there is nice examples/ImageView.

Quote:

Later on I get:

```
uppsrc/CtrlCore/Win32Proc.cpp:3:20 error: winnls.h: No such file or directory
```

I assume it is just too high up, actually its included twice, so I just removed the top one.

Fixed.

Quote:

Install.cpp

```
/Users/lundman/src/upp/uppsrc/ide/Install.cpp: In member function 'void  
XInstallDlg::FindInstFolder()':
```

```
/Users/lundman/src/upp/uppsrc/ide/Install.cpp:267: error: 'path' was not declared in this scope
```

Interesting. path should be defined in ide.lay.

Mirek

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