Subject: Re: MacOS X woes
Posted by lundman on Sat, 23 Dec 2006 09:58:04 GMT
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It was your fix

Color.h:
```
#ifdef PLATFORM_WIN32
struct RGBA : Moveable<RGBA> {
	byte b, g, r, a;
};
#endif

#ifdef PLATFORM_POSIX
#ifdef CPU_BE
struct RGBA : Moveable<RGBA> {
	byte a, r, g, b;
};
#else
struct RGBA : Moveable<RGBA> {
	byte b, g, r, a;
};
#endif
#endif

#ifndef PLATFORM_WIN32
```

"path" is defined in .lay, I checked, but it just doesn't want to compile

bmphdr (looks like no change):

```
/Users/lundman/src/upp/uppsrc/plugin/bmp/bmphdr.h: In member function 'void
Upp::BMP_FILEHEADER::SwapEndian()':
/Users/lundman/src/upp/uppsrc/plugin/bmp/bmphdr.h:18: error: no matching function for call to
'Upp::BMP_FILEHEADER::SwapEndian(Upp::word&)
	'
/Users/lundman/src/upp/uppsrc/plugin/bmp/bmphdr.h:15: note: candidates are: void
Upp::BMP_FILEHEADER::SwapEndian()
/Users/lundman/src/upp/uppsrc/plugin/bmp/bmphdr.h:19: error: no matching function for call to
'Upp::BMP_FILEHEADER::SwapEndian(Upp::dword&
	)'
```

etc