
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

