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Subject: Error compiling uvs sources on Ubuntu  
Posted by [mdelfede](#) on Fri, 05 Oct 2007 18:52:12 GMT  
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I don't know if that's the right place to post devel version bugs... I hope yes !

In Path.cpp, function

```
Array<FileSystemInfo::FileInfo> FileSystemInfo::Find(String mask, int max_count) const
```

```
do
{
    FileInfo& f = fi.Add();
    f.filename = ff.GetName();
    f.is_archive = ff.IsArchive();
    f.is_compressed = ff.IsCompressed();
    f.is_hidden = ff.IsHidden();
    f.is_read_only = ff.IsReadOnly();
    f.is_system = ff.IsSystem();
    f.is_temporary = ff.IsTemporary();
    f.length = ff.GetLength();
```

Should be :

```
do
{
    FileInfo& f = fi.Add();
    f.filename = ff.GetName();
#ifdef PLATFORM_WIN32
    f.is_archive = ff.IsArchive();
    f.is_compressed = ff.IsCompressed();
    f.is_hidden = ff.IsHidden();
    f.is_read_only = ff.IsReadOnly();
    f.is_system = ff.IsSystem();
    f.is_temporary = ff.IsTemporary();
#endif
    f.length = ff.GetLength();
```

In file ImageWin32.cpp :

```
#include "Draw.h"
#include <shellapi.h>
NAMESPACE_UPP
```

Should be :

```
#include "Draw.h"  
#ifdef PLATFORM_WIN32  
#include <shellapi.h>  
#endif  
NAMESPACE_UPP
```

With both fixes, theide compiles and starts ok.  
I'll make more tests later.

Ciao

Max

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