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
