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Subject: Problem with compilation when using dshow.h

Posted by [mapo](#) on Fri, 28 Dec 2007 22:18:55 GMT

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Hi,

i`m developing windows application which needs some functionality from DirectoShow, so I include <dshow.h>.

But, i get following compilation errors:

C:\Program Files\Microsoft SDKs\Windows\v6.0A\Include\ocidl.h(2809) : error C2061: syntax error : identifier 'CY'

C:\Program Files\Microsoft SDKs\Windows\v6.0A\Include\ocidl.h(2812) : error C2061: syntax error : identifier 'CY'

C:\Program Files\Microsoft SDKs\Windows\v6.0A\Include\olectl.h(153) : error C2146: syntax error : missing ';' before identifier 'cySize'

C:\Program Files\Microsoft SDKs\Windows\v6.0A\Include\olectl.h(153) : error C4430: missing type specifier - int assumed. Note: C++ does not support default-int

C:\Program Files\Microsoft SDKs\Windows\v6.0A\Include\olectl.h(153) : error C4430: missing type specifier - int assumed. Note: C++ does not support default-int

if i create "Console application no (U++)" and #include <dshow.h> somewhere it compiles fine, but as soon as i add #include <CtrlLib/CtrlLib.h> using namespace Upp;

i get those errors above.

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Subject: Re: Problem with compilation when using dshow.h

Posted by [mapo](#) on Fri, 28 Dec 2007 22:26:52 GMT

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I studied a bit of upp code, and found folowing define statement:

```
#define CY win32_CY_
```

if i include dshow.h this way:

```
#define CY win32_CY_
```

```
#include <dshow.h>
```

```
#undef CY
```

then compilation goes well.

Is this the correct way i should include dshow.h or there is some better way?

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