Subject: [BUG] Win32DnD.cpp: tagPOINT has no member named ToString
Posted by koldo on Tue, 02 Feb 2010 08:18:30 GMT
View Forum Message <> Reply to Message

Hello all

There is a compiling problem in Win32DnD.cpp using MinGW because POINTL has not a ToString().

The solution is:

- Line 158
Change this:
LLOG("DragEnter " << pt);
with this:
LLOG("DragEnter " << AsString(pt));

- Line 181
Change this:
LLOG("DragOver " << pt << " keys: " << grfKeyState);
with this:
LLOG("DragOver " << AsString(pt) << " keys: " << grfKeyState);

Subject: Re: [BUG] Win32DnD.cpp: tagPOINT has no member named ToString
Posted by mirek on Tue, 02 Feb 2010 22:43:27 GMT
View Forum Message <> Reply to Message

koldo wrote on Tue, 02 February 2010 03:18Hello all

There is a compiling problem in Win32DnD.cpp using MinGW because POINTL has not a ToString().

The solution is:

- Line 158
Change this:
LLOG("DragEnter " << pt);
with this:
LLOG("DragEnter " << AsString(pt));

- Line 181
Change this:
LLOG("DragOver " << pt << " keys: " << grfKeyState);
with this:
LLOG("DragOver " << AsString(pt) << " keys: " << grfKeyState);

Ops. LLOG should not be active in the first place...

Mirek
