
Subject: [FIXED] X11 GLCtrl broken again ?
Posted by [mdelfede](#) on Thu, 26 Aug 2010 21:10:02 GMT
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Today (but it's about 2 weeks I don't try it...) GLCtrl don't compile anymore on my Ubuntu 10.04.
The problem is a 'typedef Status' inside GL/glx.h which clashes with Upp::Status.

I really wonder why those X11 + OpenGL people don't enclose their stuffs in a namespace.....

Max

Easy solution would be, in DrawX11.h :

```
#ifdef PLATFORM_X11

#define Time    XTime
#define Font    XFont
#define Display XDisplay
#define Picture XPicture

#include <X11/Xlib.h>
#include <X11/Xutil.h>
#include <X11/Xatom.h>

#include <X11/Xft/Xft.h>
#include <X11/extensions/Xrender.h>

#include <GL/gl.h>      <-----
#include <GL/glu.h>     <----- HERE
#include <GL/glx.h>     <-----

#undef Picture
#undef Time
#undef Font
#undef Display
```

But I guess we don't want opengl dependency if not used....

Subject: Re: X11 GLCtrl broken again ?
Posted by [mdelfede](#) on Thu, 26 Aug 2010 22:14:26 GMT
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A more viable workaround....

in GLCtrl.h :

```

#ifndef _GLCtrl_GLCtrl_h
#define _GLCtrl_GLCtrl_h

#include <CtrlLib/CtrlLib.h>

#include <GL/gl.h>
#include <GL/glu.h>

NAMESPACE_UPP

#ifdef PLATFORM_X11
#define GLX_SUN_get_transparent_index <----- HERE
#include <GL/glx.h>
#endif

```

That one drops this part of glxext.h :

```

#ifndef GLX_SUN_get_transparent_index
#define GLX_SUN_get_transparent_index 1
#ifdef GLX_GLXEXT_PROTOTYPES
extern Status glXGetTransparentIndexSUN (Display *, Window, Window, long *);
#endif /* GLX_GLXEXT_PROTOTYPES */
typedef Status ( * PFNGLXGETTRANSPARENTINDEXSUNPROC) (Display *dpy, Window
overlay, Window underlay, long *pTransparentIndex);
#endif

```

I really don't know its purpose, but disabling it made GLCtrl compile again.

Mirek, it's an acceptable solution ? I didn't find a better one by now.

Ciao

Max

Subject: Re: X11 GLCtrl broken again ?
 Posted by [mdelfede](#) on Mon, 30 Aug 2010 09:16:20 GMT
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Mirek, here the compilation error :

In file included from /usr/include/GL/glx.h:336,
from /home/massimo/sources/upp-svn/uppsrc/GLCtrl/GLCtrl.h:12,
from /home/massimo/sources/upp-svn/MyApps/TestGL/TestOpenGL.cpp:1:

declared in this scope

The glx.h is included AFTER upp namespace opening because of your defines in X11 stuffs :

```
#ifndef _GLCtrl_GLCtrl_h
#define _GLCtrl_GLCtrl_h

#include <CtrlLib/CtrlLib.h>

#include <GL/gl.h>
#include <GL/glu.h>

NAMESPACE_UPP

#ifdef PLATFORM_X11
#include <GL/glx.h>
#endif
```

If I include after I have tons of errors.
Now, with the #define we spoke about :

```
#ifdef PLATFORM_X11
#define Status GLStatus
#include <GL/glx.h>
#undef Status
#endif
```

the error is almost the same :

In file included from /usr/include/GL/glx.h:336,
from /home/massimo/sources/upp-svn/uppsrc/GLCtrl/GLCtrl.h:13,
from /home/massimo/sources/upp-svn/uppsrc/GLCtrl/GLPicking.cpp:1,
from
/home/massimo/sources/upp-svn/out/GLCtrl/GCC.Debug.Debug_full.Gui.Shared/\$blitz.cpp:3:

declared in this scope

The best would be of course include glext BEFORE upp namespace :

```
#ifdef PLATFORM_X11
#define Status GLStatus
#include <GL/glx.h>
#undef Status
#endif
```

NAMESPACE_UPP

But then I get tons of errors because of your #defines in X11 core. If I replicate all those defines :

```
#ifdef PLATFORM_X11
#define Time XTime
#define Font XFont
#define Display XDisplay
#define Picture XPicture
#define Status GLStatus
#include <GL/gl.h>
#include <GL/glu.h>
#include <GL/glx.h>
#undef Status
#undef Picture
#undef Time
#undef Font
#undef Display
#else
#include <GL/gl.h>
#include <GL/glu.h>
#endif
```

I get tons of errors, AND the same error as before at end.

Quite out of ideas

Max

Subject: Re: X11 GLCtrl broken again ?

Posted by [mirek](#) on Mon, 30 Aug 2010 11:57:16 GMT

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Fixed.

Mirek

Subject: Re: X11 GLCtrl broken again ?

Posted by [mdelfede](#) on Mon, 30 Aug 2010 12:57:25 GMT

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luzr wrote on Mon, 30 August 2010 13:57Fixed.

Mirek

nope.....

In file included from /usr/include/GL/glx.h:336,

from /home/massimo/sources/upp-svn/uppsrc/GLCtrl/GLCtrl.h:15,

from /home/massimo/sources/upp-svn/MyApps/GLControlTest/main.cpp:2:

declared in this scope

GLControlTest: 1 file(s) built in (0:00.98), 983 msec / file, duration = 3828 msec, parallelization 100%

Which Ubuntu version do you have ? Did you latest updates ?

Max

Subject: Re: X11 GLCtrl broken again ?

Posted by [mdelfede](#) on Mon, 30 Aug 2010 13:20:16 GMT

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Now it's perfect

Thank you Mirek !

Max
