Subject: CtrlCore: X11App.cpp should #include <locale.h> [BUG][FIXED]
Posted by hojtsy on Mon, 10 Apr 2006 20:38:39 GMT
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The file CtrlCore/X11App.cpp uses constants (LC_ALL) and functions from the locale.h header but it does not include it. I suppose that in some environment it is included indirectly by some other header file, but on a Linux I have tried, it was required to include this header directly to X11App.cpp. Please correct this.

Subject: Re: X11App.cpp should #include <locale.h>
Posted by hojtsy on Tue, 18 Apr 2006 13:55:42 GMT
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I see that this has been corrected in 604.dev2. But would it be possible to move the two #include directives of X11App.cpp into the body of #ifndef PLATFORM_X11 ? It would speed up windows compilation a bit.

Subject: Re: X11App.cpp should #include <locale.h>
Posted by mirek on Tue, 18 Apr 2006 14:16:11 GMT
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Two? I see just #include <locale.h> - yes, a good idea, moved.

Mirek

Subject: Re: X11App.cpp should #include <locale.h>
Posted by hojtsy on Tue, 18 Apr 2006 14:50:01 GMT
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Two:
#include "CtrlCore.h"
#include <locale.h>

Subject: Re: X11App.cpp should #include <locale.h>
Posted by mirek on Tue, 18 Apr 2006 16:52:37 GMT
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"PLATFORM_X11" is defined by #include "CtrlCore.h".....

Mirek

Subject: Re: X11App.cpp should #include <locale.h>
Posted by hojtsy on Tue, 18 Apr 2006 17:45:23 GMT
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luzr wrote on Tue, 18 April 2006 12:52"PLATFORM_X11" is defined by #include "CtrlCore.h"..... Oh I thought that this macro is defined on the command line by the builder if LINUX option is paired with GUI option.

Subject: Re: X11App.cpp should #include <locale.h>
Posted by mirek on Tue, 18 Apr 2006 18:20:06 GMT
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No. The logic is that each compilation flag XXX is reflected as "flagXXX" define in C++. It is then tested in Core.h (in quite ugly and fuzzy preprocessing) and combined with other macros identifying compilers etc... to produce PLATFORM_*, CPU_* and COMPILER_* (reminds me I should finally find time to document them....)

Mirek