Subject: PLATFORM_X11 warnings
Posted by koldo on Wed, 03 Aug 2011 08:54:57 GMT

Hello all

I get a lot of "redefined PLATFORM_X11" warnings.

It is defined in config.h:

```
#ifdef flagGUI
 #define PLATFORM_X11 1
#endif
```

and in X11Gui.h:

```
#define GUI_X11
#define PLATFORM_X11 // To keep legacy code happy
```

Is there something wrong in my U++ setup?

It is fixed just adding #ifndef in X11Gui.h:

```
#define GUI_X11
#ifndef PLATFORM_X11
 #define PLATFORM_X11 // To keep legacy code happy
#endif
```

Subject: Re: PLATFORM_X11 warnings
Posted by kohait00 on Wed, 03 Aug 2011 10:37:03 GMT

in my upp, i have completely removed the part in
config.h

```
#ifdef flagGUI
 #define PLATFORM_X11 1
#endif
```

nothing touching GUI and the like should sit in config.h/Core anymore. PLATFORM_WIN32,
PLATFORM_POSIX, PLATFORM_LINUX defined in config.h, have, at first, nothing to do with
GUI. flagGUI / PLATFORM_X11 neither are evaluated anywhere in Core/CtrlCore/CtrlLib. flagGUI
simply indicates to TheIDE how to specify compile/linkage flags for the desired compiler, there is a
differece for gui and non gui environment. this is luckily hidden.

the graphic backends define their presence flags independantly

GUI_WIN32, GUI_X11, GUI_FB, GUI_SDL, GUI_WINGL, ..

so the removing of this section is pretty justified, since the flag is later defined in a place, where it corrisponds to.