Subject: PLATFORM X11 warnings Posted by koldo on Wed, 03 Aug 2011 08:54:57 GMT View Forum Message <> Reply to Message

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 View Forum Message <> Reply to Message

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 independently

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.

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