Subject: Compile with upp-win32-7207 - bugs
Posted by ratah on Fri, 11 Apr 2014 08:47:03 GMT
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Hello all,

I've got the nightly built 04/10/2014 07:12:25 upp-win32-7207.exe
and get this bug. May I forget something?

In file included from C:/upp/out/MyApps/CtrlCore/MINGW.Debug.Debug_Full.Gui\$blitz
.cpp:145:0:
C:\upp\uppsrc\CtrlCore\ImageWin32.cpp: In member function 'void
Upp::ImageSysData::Paint(Upp::SystemDraw&, int, int, const Rect&, Upp::Colo
r)':
C:\upp\uppsrc\CtrlCore\ImageWin32.cpp:288:43: error: 'SHADEBLENDCAPS' was not declared in this scope
C:\upp\uppsrc\CtrlCore\ImageWin32.cpp:288:62: error: 'SB_PIXEL_ALPHA' was not declared in this scope
C:\upp\uppsrc\CtrlCore\ImageWin32.cpp:288:77: error: 'SB_PREMULT_ALPHA' was not declared in this scope
CtrlCore: 57 file(s) built in (0:02.29), 40 msecs / file, duration = 4718 msecs, parallelization 100%
RichText: 22 file(s) built in (0:07.47), 339 msecs / file, duration = 9969 msecs, parallelization 91%

There were errors. (0:10.25)

Subject: Re: Compile with upp-win32-7207 - bugs
Posted by mirek on Fri, 11 Apr 2014 10:39:19 GMT
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Do you have latest MINGW? It seems like something is missing in headers...

Subject: Re: Compile with upp-win32-7207 - bugs
Posted by ratah on Fri, 11 Apr 2014 22:28:34 GMT
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Hi Mirek,

THank you!

Subject: Re: Compile with upp-win32-7207 - bugs
Posted by koldo on Fri, 11 Apr 2014 23:04:22 GMT

Hello Mirek

I have the same problem, even after reinstalling TDM GCC, but only in 32 bits. Maybe the problem is this:
- In Core/config.h, line 17, there is a #define WINVER WindowsXP
- In wingdi.h, there is a:
#if(WINVER >= 0x0500)
#define SHADEBLENDCAPS 120
...
This means that SHADEBLENDCAPS and other are not included.

Subject: Re: Compile with upp-win32-7207 - bugs
Posted by mirek on Mon, 14 Apr 2014 18:43:51 GMT

koldo wrote on Fri, 11 April 2014 23:04Hello Mirek

I have the same problem, even after reinstalling TDM GCC, but only in 32 bits. Maybe the problem is this:
- In Core/config.h, line 17, there is a #define WINVER WindowsXP
- In wingdi.h, there is a:
#if(WINVER >= 0x0500)
#define SHADEBLENDCAPS 120
...
This means that SHADEBLENDCAPS and other are not included.

I have tested with my copy of mingw, seems OK, so I am unable to provide a reliable fix.

I would propose fixing this with something like

#ifndef SHADEBLENDCAPS
#define SHADEBLENDCAPS 120
#endif

.... and so forth, put into ImageWin32.cpp.

Could you try that please?

Mirek

Subject: Re: Compile with upp-win32-7207 - bugs
Posted by koldo on Mon, 14 Apr 2014 21:06:59 GMT

Hello Mirek

SHADEBLENDCAPS, SB_PIXEL_ALPHA, and others are already defined. By any reason, in Core/config.h, line 17, there is a #define WINVER WindowsXP, so all includes in wingdi.h are discarded, as all of them are under a #if(WINVER >= 0x0500).

Just removing the #define WINVER WindowsXP or using a #define WINVER 0x0500 would solve the problem.