
Subject: Control4U to be updated
Posted by [Sgifan](#) on Tue, 07 Jul 2015 20:34:45 GMT
[View Forum Message](#) <> [Reply to Message](#)

Control4U does not compile anymore

it is a trivial fix were FD_ZERO must be replaced by FD_ZEROS

```
void VLC_Demo::UpdateInfo() {  
    if (!player.IsLoaded()) {  
        offline = "ActiveX or program not available";  
        return;  
    } else  
        offline = "";  
    int t = player.GetTime();  
    if (t == -1)  
        time <<= "-";  
    else  
        time <<= FormatDouble(t/1000., 2, FD_ZERO); ==> must be FD_ZEROS  
    int l = player.GetLength();  
    if (l == -1)  
        length = "-";  
    else  
        length = FormatDouble(l/1000., 2, FD_ZERO); ==> must be FD_ZEROS  
}
```

Subject: Re: Control4U to be updated
Posted by [koldo](#) on Wed, 08 Jul 2015 05:44:56 GMT
[View Forum Message](#) <> [Reply to Message](#)

Thank you Sgifan.

Apparently Controls4U_Demo has been updated to svn server after this fix was done locally.
However this file was not uploaded 8o
