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Subject: Control4U to be updated  
Posted by [Sgifan](#) on Tue, 07 Jul 2015 20:34:45 GMT  
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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
}
```

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Subject: Re: Control4U to be updated  
Posted by [koldo](#) on Wed, 08 Jul 2015 05:44:56 GMT  
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Thank you Sgifan.

Apparently Controls4U\_Demo has been updated to svn server after this fix was done locally.  
However this file was not uploaded

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