
Subject: Build fails with freetype 2.6.3

Posted by [tomas](#) on Sun, 14 Feb 2016 11:05:49 GMT

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Hi.

I tried compiling the latest stable release on Arch linux which unfortunately failed.

The problem seems to be caused by a recent change in the include guard naming in freetype where leading underscores (__) have been removed:

sourceforge.net/projects/freetype/files/freetype2/2.6.3/

I changed the file `uppsrc/plugin/FT_fontsyst/ft2build.h` and added the new macro name which did the trick for me but perhaps it should be done in another way.

```
#ifndef __FT2_BUILD_GENERIC_H__  
#define __FT2_BUILD_GENERIC_H__
```

```
#ifndef FT2BUILD_H_  
#define FT2BUILD_H_
```

```
#include <plugin/FT_fontsyst/config/ftheader.h>
```

```
#endif /* FT2BUILD_H_ */
```

```
#endif /* __FT2_BUILD_GENERIC_H__ */
```

Subject: Re: Build fails with freetype 2.6.3

Posted by [mirek](#) on Tue, 16 Feb 2016 09:45:00 GMT

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Thanks, however for now I am scratching my head about how `plugin/FT_fontsyst` is involved in building of theide?

Mirek

Subject: Re: Build fails with freetype 2.6.3

Posted by [dolik.rce](#) on Tue, 16 Feb 2016 10:20:09 GMT

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Via messed up includes e.g. in `GtkDrawText.cpp`:

```
[ 426s] In file included from uppsrc/plugin/FT_fontsyst/ft2build.h:34:0,
```

```
[ 426s]           from uppsrc/plugin/FT_fontsyst/ftoutln.h:24,
```

```
[ 426s]           from
```

```
/usr/src/packages/BUILD/uppsrc/uppsrc-x11-src-9482/uppsrc/CtrlCore/GtkDrawText.cpp:7:
```

```
[ 426s] uppsrc/plugin/FT_fontsys/config/ftheader.h:173:0: warning: "FT_FREETYPE_H" redefined
[ 426s] #define FT_FREETYPE_H <plugin/FT_fontsys/freetype.h>
[ 426s] ^
```

Full log from OBS is attached.

Honza

File Attachments

1) [log.txt](#), downloaded 402 times

Subject: Re: Build fails with freetype 2.6.3
Posted by [mirek](#) on Mon, 22 Feb 2016 19:46:32 GMT
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Well, I only see it in GtkDrawText.cpp.

I have fixed it by changing to

```
#include <freetype2/freetype/ftoutln.h>
```

Hopefully it will fix the issue...

Mirek

Subject: Re: Build fails with freetype 2.6.3
Posted by [tomas](#) on Sat, 27 Feb 2016 20:00:02 GMT
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I tried a new nightly build and everything compiles now.

Thanks
Tomas
