

U++ - Bug #990

OpenGL linking problem on X11 (GLCtrl) - GTK library is not needed

02/22/2015 02:30 PM - Zbigniew Rebacz

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|--|-----------------|------------------------|------------|
| Status: | Approved | Start date: | 02/22/2015 |
| Priority: | High | Due date: | |
| Assignee: | Zbigniew Rebacz | % Done: | 0% |
| Category: | GLCtrl | Estimated time: | 0.00 hour |
| Target version: | | Spent time: | 0.00 hour |
| Description | | | |
| I see that my OpenGL app stop compiling on X11. The problem is with logical gtk library linking. | | | |
| Critical - compilation broken. | | | |

History

#1 - 02/22/2015 02:32 PM - Zbigniew Rebacz

(!X11 | !NOGTK) probably always true. I am using X11 flag for OpenGL.

But doing and do the trick:

!X11 & !NOGTK

#2 - 02/22/2015 02:32 PM - Zbigniew Rebacz

- Status changed from New to Patch ready

#3 - 02/23/2015 04:22 PM - Miroslav Fidler

- Status changed from Patch ready to Ready for QA

- Assignee changed from Miroslav Fidler to Zbigniew Rebacz

#4 - 02/23/2015 07:29 PM - Zbigniew Rebacz

- Status changed from Ready for QA to Approved

Files

| | | | |
|----------------|-----------|------------|-----------------|
| GLCtrlFix.diff | 399 Bytes | 02/22/2015 | Zbigniew Rebacz |
|----------------|-----------|------------|-----------------|