

U++ - Bug #990

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

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

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
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