

Doomsday Engine - Bug #861

Compile error in sys_window [win32]

2010-01-27 22:11 - arclore

Status: Closed	Start date: 2010-01-27
Priority: Normal	% Done: 100%
Assignee:	
Category:	
Target version: 1.9.0-beta6	
Description	
<p>In sys_window.h (engine/port/inc) the declaration of the struct ddwindow_t defines the members *winTitle, *winText, and *winCommand only for UNIX. But in sys_sdl_window.c (eng/port/src, line 585), the function Sys_DestroyWindow attempts the following:</p>	
<pre>delwin(window->console.winTitle); delwin(window->console.winText); delwin(window->console.winCommand); endwin(); window->console.winTitle = window->console.winText = window->console.winCommand = NULL;</pre>	
<p>On Win32, this causes a fatal error on compile, since these members do not exist.</p>	
Labels: Build System	

History

#1 - 2010-01-25 20:15 - danij

Not a bug. It would appear you are using the wrong source files. Doomsday on Windows does not use SDL for windowing. You should be compiling engine/win32/src/sys_window.c instead.

Based on this report I would guess that you are still trying to compile using cmake. As I have said; this won't work as it not setup for this environment.