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

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:

```
delwin(window->console.winTitle);
        delwin(window->console.winText);
        delwin(window->console.winCommand);
        endwin();

window->console.winTitle = window->console.winText =
        window->console.winCommand = NULL;
```

On Win32, this causes a fatal error on compile, since these members do not exist.

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.