

Doomsday Engine - Bug #864

undefined VK_ keymaps in sys_console

2010-02-03 03:56 - arclore

Status: Closed	Start date: 2010-02-03
Priority: Normal	% Done: 100%
Assignee:	
Category:	
Target version: 1.9.0-beta6	
Description The keymaps VK_OEM_PLUS, _COMMA, _MINUS, and _PERIOD (lines 97-100, engine/win32/src/sys_console.c) are undefined unless _WIN32_WINNT is set >= 0x0500. Adding #define _WIN32_WINNT (or WINVER) 0x0500 before the window.h include fixes the problem, but may be incompatible with Windows earlier than 2000, if thats an issue.	
Labels: Console	

History

#1 - 2010-03-20 15:13 - danij

We do not currently support versions of Windows earlier than XP, so this is fine.