

Exiv2 - Bug #1159

fff.h:33:2: error: 'BYTE' does not name a type

29 Jan 2016 18:00 - Jakub Wilk

Status:	Closed	Start date:	29 Jan 2016
Priority:	Normal	Due date:	
Assignee:	Robin Mills	% Done:	100%
Category:	build	Estimated time:	2.00 hours
Target version:	0.26		
Description			
When trying to look into #1102 , I run into yet another build failure:			
<pre>In file included from jpgimage.cpp:49:0: fff.h:33:2: error: 'BYTE' does not name a type BYTE major; ^</pre>			
MSDN says that BYTE and friends are defined in windef.h, so let's include it.			
Related issues:			
Related to Exiv2 - Bug #1102: install: cannot stat '../bin/libs/exiv2.exe': ...		Closed	09 Aug 2015

Associated revisions

Revision 4197 - 29 Jan 2016 18:28 - Robin Mills

#1159. Thank You, Jakub for discovering this issue and for providing a patch.

Revision 4198 - 31 Jan 2016 23:39 - Robin Mills

#1159. Fixing MSVC build-breaker in r4197 and r4179.

Two different issues:

r4197 include <windef.h> does not compile with MSVC 2005 and changed to <windows.h>

r4179 has a short/long compare mismatch

MSVC is a severe build environment and treats warnings as errors. MSVC is not fragile, it's robust.

History

#1 - 29 Jan 2016 18:05 - Robin Mills

- Status changed from New to Assigned

- Assignee set to Robin Mills

- Target version set to 0.26

- % Done changed from 0 to 20

- Estimated time set to 2.00 h

Are you cross compiling?

It compiles with MSVC (2003..2015) and GCC (Cygwin and MinGW). If you add #include <windef.h>, do it build for you? If this is working on your platform, I'll submit the change and the buildserver will build it with MSVC, Cygwin and MinGW.

#2 - 29 Jan 2016 18:18 - Jakub Wilk

Yes, I'm cross-compiling (./configure --host=i686-w64-mingw32).

Yes, adding the include fixed the build failure for me.

I don't understand why it built successfully when building natively. :-O

#3 - 29 Jan 2016 18:33 - Robin Mills

Thanks, Jakub. I've submitted your patch. I'll check the buildserver later to be sure it has build and passed the test suite on our supported platforms.

I can't really offer any thoughts about why it doesn't cross compile as I've never succeeded in cross-compiling (with or without this issue). I think the "Native" platforms (not cross compiling) include <windows.h> which ultimately includes "windef.h". However let's not discuss how things don't work. Let's be happy that you've found and fixed this.

#4 - 01 Feb 2016 11:22 - Robin Mills

- % Done changed from 20 to 100

Fix submitted. [r4198](#). Please see svn log and [#1102](#) for additional comments.

#5 - 28 Mar 2016 18:26 - Robin Mills

- Status changed from Assigned to Closed

Files

jpgimage-windex.diff	266 Bytes	29 Jan 2016	Jakub Wilk
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