

Audacious - OLD, PLEASE USE GITHUB DISCUSSIONS/ISSUES - Bug #146

modplug plugin still fails to compile on Windows.

July 07, 2012 21:17 - Carlo Bramini

<b>Status:</b>	Closed	<b>Start date:</b>	July 07, 2012
<b>Priority:</b>	Minor	<b>Due date:</b>	
<b>Assignee:</b>		<b>% Done:</b>	100%
<b>Category:</b>	plugins/modplug	<b>Estimated time:</b>	0.00 hour
<b>Target version:</b>			
<b>Affects version:</b>	3.2.4		
<b>Description</b>			
<p>I'm still getting an error when compiling modplug plugin with a not hacked Windows SDK.</p> <p>The problem is into src/modplug/modplugbmp.cxx, in the implementation of method PlayLoop in ModplugXMMS class: in the processing of the block related to mModProps.mPreamp, there are some variables declared as "uint".</p> <p>This type does not exists in PSDK and in the official W32API package, so I would like to suggest to change them to "uint32_t", which is the same type used for mBufSize.</p> <p>Attached patch fixes this behavior.</p>			

History

#1 - July 08, 2012 15:40 - John Lindgren

- Category set to plugins/modplug
- Status changed from New to Closed
- Target version set to 38
- % Done changed from 0 to 100
- Affects version 3.2.4 added
- Affects version deleted (3.4)

This is already fixed in Git:  
<https://github.com/audacious-media-player/audacious-plugins/commit/447ab350d0b4b7757153d5762f13eb2cfbf12583>

#2 - March 06, 2015 04:05 - John Lindgren

- Target version deleted (38)

Files

lst	1.08 KB	July 07, 2012	Carlo Bramini
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