

## Audacious - 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		

#### Description

I'm still getting an error when compiling modplug plugin with a not hacked Windows SDK.

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".

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.

Attached patch fixes this behavior.

#### 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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