
Subject: : AmigaOS4

Topic: : Redeclaration error

Redeclaration error

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URL:

I remember having a similar error, but I cannot find the thread or notes where it got fixed or worked around, so...please advise

Thanks in advance

C++ engines/wintermute/base/gfx/opengl/base_render_opengl_texture.o

In file included from /SDK/local/common/include/mgl/context.h:27,

from /SDK/local/common/include/mgl/gl.h:74,

from /SDK/local/common/include/GL/gl.h:1925,

from /SDK/local/newlib/include/SDL2/SDL_opengl.h:43,

from ./graphics/opengl/system_headers.h:52,

from ./graphics/opengl/texture.h:26,

from engines/wintermute/base/gfx/opengl/base_render_opengl_texture.cpp:41:

/SDK/include/include_h/intuition/intuition.h:188:12: error: 'struct Image' redeclared as different kind of symbol

struct Image *Reqlmage; /* new for V36: drawn if USEREQIMAGE set */

^~~~~

In file included from engines/wintermute/base/gfx/opengl/base_render_opengl_texture.cpp:30:

./engines/wintermute/base/gfx/base_image.h:38:11: note: previous declaration 'namespace Image {}'

namespace Image {

^~~~~

In file included from /SDK/local/common/include/mgl/context.h:27,

from /SDK/local/common/include/mgl/gl.h:74,

from /SDK/local/common/include/GL/gl.h:1925,

from /SDK/local/newlib/include/SDL2/SDL_opengl.h:43,

from ./graphics/opengl/system_headers.h:52,

from ./graphics/opengl/texture.h:26,

from engines/wintermute/base/gfx/opengl/base_render_opengl_texture.cpp:41:

/SDK/include/include_h/intuition/intuition.h:754:8: error: 'struct Image' redeclared as different kind of symbol

struct Image

^~~~~

In file included from engines/wintermute/base/gfx/opengl/base_render_opengl_texture.cpp:30:

./engines/wintermute/base/gfx/base_image.h:38:11: note: previous declaration 'namespace Image {}'

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In file included from /SDK/local/common/include/mgl/context.h:27,

from /SDK/local/common/include/mgl/gl.h:74,

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from /SDK/local/common/include/GL/gl.h:1925,  
from /SDK/local/newlib/include/SDL2/SDL_opengl.h:43,  
from ./graphics/opengl/system_headers.h:52,  
from ./graphics/opengl/texture.h:26,  
from engines/wintermute/base/gfx/opengl/base_render_opengl_texture.cpp:41:  
/SDK/include/include_h/intuition/intuition.h:1156:12: error: 'struct Image' redeclared as different kind of symbol  
struct Image *CheckMark;  
    ^~~~~  
In file included from engines/wintermute/base/gfx/opengl/base_render_opengl_texture.cpp:30:  
./engines/wintermute/base/gfx/base_image.h:38:11: note: previous declaration 'namespace Image { }'  
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    from /SDK/local/common/include/GL/gl.h:1925,  
    from /SDK/local/newlib/include/SDL2/SDL_opengl.h:43,  
    from ./graphics/opengl/system_headers.h:52,  
    from ./graphics/opengl/texture.h:26,  
    from engines/wintermute/base/gfx/opengl/base_render_opengl_texture.cpp:41:  
/SDK/include/include_h/intuition/intuition.h:1282:12: error: 'struct Image' redeclared as different kind of symbol  
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In file included from engines/wintermute/base/gfx/opengl/base_render_opengl_texture.cpp:30:  
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    from /SDK/local/newlib/include/SDL2/SDL_opengl.h:43,  
    from ./graphics/opengl/system_headers.h:52,  
    from ./graphics/opengl/texture.h:26,  
    from engines/wintermute/base/gfx/opengl/base_render_opengl_texture.cpp:41:  
/SDK/include/include_h/intuition/intuition.h:1339:12: error: 'struct Image' redeclared as different kind of symbol  
struct Image *CheckMark;  
    ^~~~~  
In file included from engines/wintermute/base/gfx/opengl/base_render_opengl_texture.cpp:30:  
./engines/wintermute/base/gfx/base_image.h:38:11: note: previous declaration 'namespace Image { }'  
namespace Image {  
    ^~~~~  
In file included from /SDK/include/include_h/intuition/intuition.h:1841,  
    from /SDK/local/common/include/mgl/context.h:27,  
    from /SDK/local/common/include/mgl/gl.h:74,  
    from /SDK/local/common/include/GL/gl.h:1925,  
    from /SDK/local/newlib/include/SDL2/SDL_opengl.h:43,  
    from ./graphics/opengl/system_headers.h:52,  
    from ./graphics/opengl/texture.h:26,  
    from engines/wintermute/base/gfx/opengl/base_render_opengl_texture.cpp:41:  
/SDK/include/include_h/intuition/screens.h:106:12: error: 'struct Image' redeclared as different kind of symbol  
struct Image *dri_CheckMark; /* pointer to scaled checkmark image  
    ^~~~~
```

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In file included from engines/wintermute/base/gfx/opengl/base_render_opengl_texture.cpp:30:
./engines/wintermute/base/gfx/base_image.h:38:11: note: previous declaration 'namespace Image { }'
namespace Image {
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In file included from /SDK/include/include_h/intuition/intuition.h:1841,
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    from /SDK/local/common/include/mgl/gl.h:74,
    from /SDK/local/common/include/GL/gl.h:1925,
    from /SDK/local/newlib/include/SDL2/SDL_opengl.h:43,
    from ./graphics/opengl/system_headers.h:52,
    from ./graphics/opengl/texture.h:26,
    from engines/wintermute/base/gfx/opengl/base_render_opengl_texture.cpp:41:
/SDK/include/include_h/intuition/screens.h:109:12: error: 'struct Image' redeclared as different kind of symbol
struct Image  *dri_AmigaKey;  /* pointer to scaled Amiga-key image
    ^~~~~
In file included from engines/wintermute/base/gfx/opengl/base_render_opengl_texture.cpp:30:
./engines/wintermute/base/gfx/base_image.h:38:11: note: previous declaration 'namespace Image { }'
namespace Image {
    ^~~~~
gmake: *** [engines/wintermute/base/gfx/opengl/base_render_opengl_texture.o] Error 1
```