

# QGIS Application - Bug report #18696

## libdxfrw doesn't honor the "DEBUG" flag

2018-04-10 05:08 PM - vince -

|  |                                      |
|--|--------------------------------------|
| <b>Status:</b> Closed  |                                      |
| <b>Priority:</b> Normal  |                                      |
| <b>Assignee:</b> Jürgen Fischer  |                                      |
| <b>Category:</b> DWG/DXF import  |                                      |
| <b>Affected QGIS version:</b> 3.1(master)  | <b>Regression?:</b> No               |
| <b>Operating System:</b> MacOS   | <b>Easy fix?:</b> Yes                |
| <b>Pull Request or Patch supplied:</b> No  | <b>Resolution:</b> fixed/implemented |
| <b>Crashes QGIS or corrupts data:</b> No   | <b>Copied to github as #:</b> 26584  |
| <b>Description</b>   |                                      |
| Libdxfrw uses DEBUG as a symbolic name for an enum, which causes a conflict when doing a DEBUG type build of Qgis. That DEBUG value should be replaced by anything else, e.g. DBG or DEBUG1, w/e |                                      |
| <b>Related issues:</b>   |                                      |
| Duplicated by QGIS Application - Bug report # 18698: qgsgml.cpp and gdal 2.4....   | <b>Closed</b> <b>2018-04-10</b>      |

### History

#### #1 - 2018-04-11 11:47 PM - Jürgen Fischer

- Resolution set to fixed/implemented
- Status changed from Open to Closed

Fixed in commit:222e45b838ebf8a2df43c6ef888047182fba5cb2

#### #2 - 2018-04-11 11:48 PM - Jürgen Fischer

- Duplicated by Bug report #18698: qgsgml.cpp and gdal 2.4.4 incompatibility? (DEBUG build) added