
Subject: Re: Issues with new stable release 3211
Posted by [koldo](#) on Sat, 19 Feb 2011 20:07:34 GMT
[View Forum Message](#) <> [Reply to Message](#)

Hello BioBytes

BufferPainter.h has not been changed recently.

The only reason I can imagine is that there is something in the code before the line:

```
#include <CtrlLib/CtrlLib.h>
```

that crash with BufferPainter.h.

Could you show the code from the beginning of the .cpp file to the `#include <CtrlLib/CtrlLib.h>` where the BufferPainter.h error appears?
