
Subject: Re: Issues with new stable release 3211
Posted by [koldo](#) on Sun, 20 Feb 2011 22:50:40 GMT
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Hello Patrick

Excellent news.

Quote:I think I got the error. The "include game.h" line in the EatMe.h file was set before the declarations :

`#include "CtrlLib/CtrlLib.h"`I supposed that something before CtrlLib.h crash with it.

You are right, I would put everything after CtrlLib.h. include.

However in the code you enclose, you put:

```
#ifndef _EatMe_EatMe_h
#define _EatMe_EatMe_h

#include "CtrlLib/CtrlLib.h"
#include "Controls4U/Controls4U.h"
#include "Functions4U/Functions4U.h"
#include "Game.h"
So Game.h include is after all the rest.
```

Anyway, if you find yourself in a terrible situation, it is good to go to a safe and known place... , I mean, compile using "Rebuild all" (the little bomb) the samples you trust and, if everything runs ok, prepare the simplest possible testcase based in your failing project. You will find the problem this way (perhaps not the solution but, to find the problem is the 90% of the effort, of course if you use U++)
