Subject: Re: Draw without CtrlLib
Posted by nixnixnix on Tue, 24 Nov 2009 17:50:42 GMT

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Nothing is a silly question when you're dealing with me

I didn't realise I had to include the PDFDraw package in my app as I'm not using the PDF format and as for the console app, I think I had run out of steam when I got to that. The thing that was puzzling me was that it was all compiling ok. I thought if I needed extra packages it would be at compile time. Lesson learned.

Thanks Mirek. Builds fine now.