Subject: Re: Issues with new stable release 3211
Posted by koldo on Sat, 19 Feb 2011 20:07:34 GMT
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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?