Subject: Re: Issues with new stable release 3211
Posted by BioBytes on Sun, 20 Feb 2011 21:21:09 GMT
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Good evening Koldo,

I have some news. After digging in the source code, I tried to compile the project without the game.h and game.cpp files (this files describe the declarations and methods of object game) and the projet compiled with success.

This means that the issue is in the code of these 2 files that are inserted in the main project.

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"
#include "Controls4U/Controls4U.h"
#include "Functions4U/Functions4U.h"

This must be included after the above lines. Another mistake was the first line of the game header : I replaced

#ifndef _EatMe_GAME_h
#define _EatMe_GAME_h

by

#ifndef GAME_h
#define GAME_h

Now all is compiling perfectly.

Please all comments are welcome.

Have a nice week

regards
biobytes