
Subject: Re: Issues with new stable release 3211
Posted by [mirek](#) on Mon, 21 Feb 2011 01:45:35 GMT
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koldo wrote on Sun, 20 February 2011 17:50Hello 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"
```

Note: Use <> instead of " for those includes (<CtrlLib/CtrlLib.h>)

" means, at least for GCC, "look into the same directory as is the file", while <> means "search all dirs in include path".

Mirek
