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Subject: Re: Issues with new stable release 3211  
Posted by [BioBytes](#) on Mon, 21 Feb 2011 18:34:04 GMT  
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Hi Koldo and Mirek,

Thanks to both for recommendations and comments. I have noticed something else. It seems that blitz should not implemented in my project with game.h and game.cpp files not generated with U++ interface. When blitz is deactivated, no compiler error output is obtained.

any idea?

Cheers

Biobytes

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