Subject: Issue with Color.h...
Posted by ptkacz on Mon, 03 Apr 2017 02:03:54 GMT

Hi guys,

When I include <Core/Color.h> into an application and define the following:

RBGA* buffer;
A whole slew of errors result, for example:

//home/play/upp/upps rc/Core/Color.h (13): error: template argument 1 is invalid
(): struct RGBA : Moveable<RGBA > {
//home/play/upp/upps rc/Core/Color.h (20): error: reference to 'RGBA' is ambiguous
...
...

Now if I don't include <Core/Color.h>, but instead, <Painter/Painter.h>, no errors result.

Is Core/Color.h incomplete, such that it can't stand on it's own?

Peter