Subject: Re: OpenGL demo resulting in Fatal error, Heap leaks detected! error...
Posted by ptkacz on Tue, 27 Jun 2017 01:05:56 GMT

Hi Klugier,

Thanks for the reply. Just curious, the line:

+ if(backpaint == FULLBACKPAINT || globalbackpaint && !hasdhctrl && !dynamic_cast<DHCtrl *>(this)*/) {

the "*/" before the closing parentheses appears to be at the end of a comment block?

So when I've completed the changes, then I just, "make" followed by a "make install"?

I'm guessing that this fix is currently in the current nightly build?

When's 2017.2 targeted for by the way?

Peter