
Subject: Re: OpenGL demo resulting in Fatal error, Heap leaks detected! error...

Posted by [ptkacz](#) on Tue, 27 Jun 2017 01:05:56 GMT

[View Forum Message](#) <> [Reply to Message](#)

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
