
Subject: Re: Issue encountered building U++...
Posted by [ptkacz](#) on Sun, 28 Jan 2018 02:52:01 GMT
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Issue identified and corrected for the following error:

CtrlCore/CtrlDraw.cpp:603:97: error: cannot dynamic_cast '(Upp::Ctrl*)this' (of type 'class Upp::Ctrl*') to type 'class Upp::DHCtrl' (target is not pointer or reference)

Code was modified so that U++ would work with OpenGL.

Peter
