Hello,

In the GUI tutorials we had something like this:

#define IMAGECLASS TutorialImg
#define IMAGEFILE <Tutorial/images.iml>
#include <Draw/iml.h>

The issue was solved on trunk. And looks like this (for different tutorials number was changed):

#define IMAGECLASS TutorialImg
#define IMAGEFILE <Gui11/images.iml>
#include <Draw/iml.h>

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