
Subject: Re: DropTime TimeAlways

Posted by [mirek](#) on Wed, 23 Dec 2020 19:31:50 GMT

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

warchef wrote on Wed, 23 December 2020 19:16Hello Mirek,

there is still this problem, I also checked with the trunk (15620 now) if CLANG is the compiler. However, it compiles at MSVS19x64.

My system is Windows 10 x64.

Sincerely,
warchef

Can you try to "touch" the .lay file (is it gets saved in a new format)? E.g. move something a bit...
