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Subject: Re: Undefined symbols: Display::Paint()  
Posted by [mirek](#) on Thu, 07 Dec 2006 04:12:04 GMT  
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I believe this is already fixed (in 612dev1)

It was caused by adding alignment, which required to use specific class for StdDisplay, not Display. But that unnecessarily broken compatibility and made Display unusable, so I have returned original behaviour (Display::Paint is defined as StdDisplay().Paint...)

Mirek

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