
Subject: Issue with Color.h...

Posted by [ptkacz](#) on Sun, 02 Apr 2017 23:27:30 GMT

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See below.

Subject: Issue with Color.h...

Posted by [ptkacz](#) on Mon, 03 Apr 2017 02:03:54 GMT

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Hi guys,

When I include <Core/Color.h> into an application and define the following:

RBGA* buffer;

A whole slew of errors result, for example:

```
//home/play/upp/upps rc/Core/Color.h (13): error: template argument 1 is invalid
```

```
() : struct RGBA : Moveable<RGBA > {
```

```
//home/play/upp/upps rc/Core/Color.h (20): error: reference to 'RGBA' is ambiguous
```

```
...
```

```
...
```

Now if I don't include <Core/Color.h>, but instead, <Painter/Painter.h>, no errors result.

Is Core/Color.h incomplete, such that it can't stand on it's own?

Peter
