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Subject: I can't use mruby in Ultimate++  
Posted by [kurete](#) on Tue, 02 May 2017 13:59:34 GMT  
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I want to use mruby in Ultimate++

However, I can't use this in Ultimate++ and LNK 2019 occurs in large quantities

Why?

Source Code of mruby

<https://github.com/mruby/mruby>

LNK2019 does not occur in Visual Studio 2015

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Subject: Re: I can't use mruby in Ultimate++  
Posted by [kurete](#) on Sun, 04 Jun 2017 00:12:51 GMT  
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I use the way which is written in the URL and can use Mruby.

Thank you

<https://github.com/mruby/mruby/issues/2985>

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Subject: Re: I can't use mruby in Ultimate++  
Posted by [cbpporter](#) on Tue, 06 Jun 2017 07:31:49 GMT  
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This looks to me like you are mixing .LIB built for debug mode and release mode.

I used to get something similar.

Both your libs and the standard C libs must have the same level of "debug/release mode".

Try switching for starters to release to see if the conflicts change.

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