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Subject: Re: program with a simple main routine returning int appears to compile but will not build.

Posted by [mirek](#) on Thu, 28 May 2009 15:24:58 GMT

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norrin wrote on Thu, 28 May 2009 10:19Hi,

Still in the process of compiling "Days" example but making some progress..  
The build is going forward now but unfortunately, I bumped into a linking error:

```
----- Days ( GUI MAIN MSC8 DEBUG DEBUG_FULL BLITZ WIN32 MSC ) (9 / 9)
pngreg.icpp
pngupp.cpp
plugin\png: 3 file(s) built in (0:08.35), 2784 msecs / file, duration = 10875 msecs, parallelization
100%
main.cpp
Days: 1 file(s) built in (0:09.13), 9133 msecs / file, duration = 15453 msecs, parallelization 1%
Linking...
uuid.lib(unknown_i.obj) : fatal error LNK1103: debugging information corrupt; recompile module
```

There were errors. (2:27.04)

Any idea what could the reason be for that error?

Br

Norrin

It is quite possible that during previous attempts, some file was left corrupted by SDK tools.

Try "bomb" - Build/Rebuild all. That will regenerate all files.

Mirek

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