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Subject: Re: Appearance errors in HelloWorld app build with MSVC++ 10

Posted by [Dolphin](#) on Thu, 05 May 2011 12:29:50 GMT

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Ok, I fixed the problem. The cause was, that the object files that are created by ICCP files cannot be linked into a LIB.

My current solution simply adds the ICCP files of U++ to the source files of the application in the CMake build step. Then the ICCPs get compiled to object files and are directly linked with the rest of the application. Surely not the best method, but for now it works.

For reference: This thread describes the same problem.

P.S. I was searching the forum for nearly an hour, but I couldn't find a thread similar to my problem. Should have searched for "LNK4221". But at the time of searching I wasn't really aware of that being the cause of the problems ...

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