Subject: *.brc files and x64 linking problem
Posted by unodgs on Tue, 05 Jul 2011 19:08:09 GMT
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I guess this question goes to Thomas . I found using brc files very handy and everything works flawlessly in 32 bit mode. In 64b mode visual c++ produces following error:
Shaders$brc.obj : fatal error LNK1112: module machine type 'X86' conflicts with target machine type 'x64'
Could that be fixed?