
Subject: Re: *.brc files and x64 linking problem

Posted by [mirek](#) on Wed, 31 Aug 2011 11:56:55 GMT

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unodgs wrote on Tue, 05 July 2011 15:08I 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?

Well, I think Tom was trying to be too clever by converting binary files directly to .obj. I guess what we need there is to use C++ compiler to do so... (to create some const char[] = { files, then compile to .obj)
