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

Posted by [unodgs](#) on Mon, 26 Sep 2011 17:10:17 GMT

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Yesterday I moved back to using brc files in WinGl and I hit the wall with the maximum size of string array in visual c++ (interesting what's the purpose of this limit is). And today I see in the changelog that Thomas has fixed this. Thank you Thomas, now new brc system is perfect and I even had no time to complain about this on the forum
