Subject: linker problem
Posted by amando1957 on Wed, 15 May 2013 08:48:44 GMT
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Hello folks

I am doing a Win32 getting

LINK : fatal error LNK1104: cannot open "glaux.lib".

Seems to be deprecated openGL,
and I had it linked before,
but removed it from UPP-file then.
Now it is still ranting.

Any hint please?
kind greets
Martin
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THEIDE likes to store things at a place not assumed...