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Subject: Re: [Compilation] Include .asm files in build  
Posted by [crydev](#) on Wed, 26 Mar 2014 17:32:23 GMT  
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Hi Honza,

I saw the flag of my compiler being MSC10X64 so I tried to use that as flag. However, it didn't work either. The log of my compilation is written below. To be honest I think its not a very good thing that I am not able to see the output of the ml.exe command.

```
strcmp_sse42.asm
ml /Fo
"E:/upp/out/MyApps/CrySearch/VC10x64.Debug.Debug_Full.Gui.Main.Mt.Noblitz.Noi18n.Sse2\str
cmp_sse42.obj" /c E:\upp\CrySearch\strcmp_sse42.asm
ml /Fo
"E:/upp/out/MyApps/CrySearch/VC10x64.Debug.Debug_Full.Gui.Main.Mt.Noblitz.Noi18n.Sse2\str
cmp_sse42.obj" /c E:\upp\CrySearch\strcmp_sse42.asm
Exitcode:
FAILED: ml /Fo
"E:/upp/out/MyApps/CrySearch/VC10x64.Debug.Debug_Full.Gui.Main.Mt.Noblitz.Noi18n.Sse2\str
cmp_sse42.obj" /c E:\upp\CrySearch\strcmp_sse42.asm
```

There were errors. (0:00.14)

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