

---

Subject: Re: [Compilation] Include .asm files in build  
Posted by [dolik.rce](#) on Wed, 26 Mar 2014 19:16:09 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Hi crydev,

Now we're getting somewhere

Based on the output, it seems that the flag for your compiler is VC10X64 rather than MSC10X64. Don't ask me why, I'm haven't seen theide on windows for years So, you can try with VC10X64.

If that doesn't help, you can try specifying bit more elaborate tricks with flags. They support some basic expressions, so you can try things like !WIN32 or even better !WIN32 & !POSIX. If that doesn't work either, I'll probably have to get a windows machine to try myself, because this behavior would seem rather suspicious

Honza

---