

---

Subject: Re: Problem compiling 32-bit apps with 64-bit MINGW

Posted by [Melek](#) on Mon, 23 Jan 2017 16:37:07 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Jejeje I have the same error and tried several ways.

The IDE of U++ is really cool, however not being able to compile or use the resource file is complicated to move forward, and I add that there is almost no documentation on the web, although TheLde already comes with a lot of examples which is really excellent, but if it would be nice to have more documentation and support with these errors, because I can not place the .ico file I can only compile with .iml file which only places the icon in the window and taskbar but not in the executable Which is really important. I also see that there is no option unless it is for an .rc file to place compile details for the executable, such as:

-Version

-Description

-Author

-Brand

-Etc

---