Subject: Re: I can't use mruby in Ultimate++
Posted by cbpporter on Tue, 06 Jun 2017 07:31:49 GMT

This looks to me like you are mixing .LIB built for debug mode and release mode.

I used to get something similar.

Both your libs and the standard C libs must have the same level of "debug/release mode".

Try switching for starters to release to see if the conflicts change.