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Subject: Re: undefined reference errors when building

Posted by [Y ++](#) on Tue, 24 Oct 2017 07:21:14 GMT

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Quote:edit the variables to your locations.

The parts starting with C:\ you probably don't have to change Done, I had to change all locations : "C:\..." locations aren't the same as I have VS2015 installed instead of your VS2017. In consequence I'm not sure as some specified folders where empty, I tried to find the more accurate. And It's seems there is some progress I get this error now (Helloworld example)

() : Linking has failed

() :

O:\upp-win-11405\upp\out\examples\AnimatedHello\MSVS17x64.Debug.Gui.Main.Noblitz\Hello.o

bj : fatal error LNK1112: module machine type 'X86' conflicts with target machine type 'x64'

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