
Subject: Re: undefined reference errors when building
Posted by [Oblivion](#) on Tue, 24 Oct 2017 08:53:44 GMT
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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.De
bug.Gui.Main.Noblitz\Hello.obj : fatal error LNK1112: module machine type 'X86' conflicts with target machine type 'x64'

You need to build it in 64bit mode and link it with x64 libs (or 32-32bits, if that's what you intend. In short there is mismatch between the object file and library). Could you post your build method file (with *.bm extension) (if you are using Visual Studio to compile and link the external library, there is a notoriously overlooked switch that results in this error, if not; I may be able to help you if you provide your build)?

Best regards,
Oblivion
