
Subject: Re: undefined reference errors when building
Posted by [Oblivion](#) on Tue, 24 Oct 2017 09:10:59 GMT
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Quote:Re: undefined reference errors when building Tue, 24 October 2017 11:57
rafiwui
Oblivion wrote on Tue, 24 October 2017 10:53

You need to link it with x64 libs.

But shouldn't that be set correct because I am working with basically the same paths and it works?

Not sure...

There may be a left-over object (sometimes it is simply a matter of cleaning upp.out.)
Or usually it is about wrong -or- messed up for some reason- paths. (I can't really say more without seeing the bm file.)

Best regards,
Oblivion
