Subject: Re: undefined reference errors when building
Posted by Y ++ on Wed, 25 Oct 2017 16:10:29 GMT

Hello,
Quote:There may be a left-over object (sometimes it is simply a matter of cleaning upp.out.)
Cleaned.

Then :
attached : up.zip

 console + errors + MINGWx64.bm from U++ for Windows with MinGWx64 toolchain (arrayfire example) console + errors + MSVS17x64.bm from U++ for Windows without toolchain (.bm file from rafiwui with edited paths) (animatedHello exemple)

But you, are you able to run the "examples-bazaar\ArrayFire_demo" example, if yes with MinGWx64 or/and the VS compiler ? I would prefer to do without VS if we can make MinGWx64 work.Since the build rafiwui shared is for vs2017, I consider removing vs2015 and install the "Build Tools for Visual Studio 2017" instead. It would free me disk space and (I think) make it easier to match configuration. Hence I wait for your advice about that before attempting it.Why this error: "O:\PROGS\ArrayFire\v3\include/af/defines.h (29): warning: "DEPRECATED" redefined" since there is the "using namespace" instruction ?

Best regards,
Y ++

File Attachments
1) up.zip, downloaded 252 times