
Subject: Re: U++/Win32 is now using CLANG toolchain

Posted by [mirek](#) on Tue, 24 Mar 2020 20:30:50 GMT

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Tom1 wrote on Tue, 24 March 2020 20:05

Linking...

lld-link: error: could not open 'libLIBCMT.a': No such file or directory

lld-link: error: could not open 'libOLDNAMES.a': No such file or directory

clang-10: error: linker command failed with exit code 1 (use -v to see invocation)

There were errors. (0:00.50)

In reality these libraries are called 'libcmt.lib' and 'oldnames.lib' and are included with e.g. MSBT.
Any suggestions how to proceed here?

Best regards,

Tom

In organizer, specify them with ".lib" extension. The build will then take it "literally".

Mirek