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

Posted by [Tom1](#) on Wed, 25 Mar 2020 11:52:10 GMT

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Hi,

I use some special devices that are accompanied by static libraries to be used to access those devices. When I add those specific libraries (lib files) into the project, the requirement for these two (old) Windows libraries appear.

Best regards,

Tom

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