Subject: Re: U++/Win32 is now using CLANG toolchain
Posted by Tom1 on Thu, 26 Mar 2020 11:00:42 GMT

Hi Mirek,

Actually, I think it is not about missing symbols at all...

I opened the binary .lib file and noticed that it contains the following text string:

/DEFAULTLIB:"LIBCMT" /DEFAULTLIB:"OLDNAMES"

IMO, these are the problem. I just can't figure out how to remove these dependencies cleanly. All my attempts with binary editing resulted in invalid library file.

Is there some LIB or AR command that could be used to remove these? Then I could see missing symbols and try to fix them.

Best regards,

Tom