Subject: Re: Compile problem on WIN10
Posted by Oblivion on Tue, 13 Sep 2022 19:39:56 GMT
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Hello peterh,

Thank you for reporting this problem. This is a known problem due to the U++'s transition to 16 bit wchar to 32 bit wchar. There is already a fix in the pipeline and the change will be pushed to the repo this weekend.
It requires a slightly more modification than just type casting (The culprit is env variables structure...)

Best regards,
Oblivion