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Subject: mingwm10.dll not needed?!

Posted by [hojtsy](#) on Thu, 02 Feb 2006 09:33:26 GMT

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As far as I know mingw-compiled multithreaded applications should always be dynamically linked to mingwm10.dll, so this file should be available on computers running the application. It seems that U++ somehow removes this nasty limitation. How is that possible?

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