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Subject: Clang linker error: no such file or directory  
Posted by [frederik.dumarey](#) on Tue, 21 Dec 2021 15:06:53 GMT  
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I have the following error when using plugin/jpg library in specific:

```
() : Linking has failed
() : clang-11: error: no such file or directory: '@D:/Program'
() : clang-11: error: no such file or directory: 'Files'
() : clang-11: error: no such file or directory:
'(x86)/Ultimate++/upp/out/MyApps/GuiRasterImages/CLANGx64.Debug.Debug_Full.Gui.Main\0.cmd'
() : clang-11: error: no input files
```

Almost sure it has to do because my path variable contains spaces?  
Strange thing is I never had this with the default libraries (core, lib, draw, ...).

Can I change something in a config file or parameters to avoid this error?

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Subject: Re: Clang linker error: no such file or directory  
Posted by [frederik.dumarey](#) on Wed, 22 Dec 2021 20:57:43 GMT  
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I found the solution:

Since I installed U++ in d:\program files(x86)\Ultimate++\upp some linking commands are not "space" aware and were responsible for the linking error. In order to fix this I did:

- create a directory symbolic link to d:\upp for the above directory
- changed the .var files to d://upp//...
- start theide.exe from d:\upp\theide.exe so path variables are reset to d:\upp

When I now add packages like plugin/jpg the linker refers to d:\upp\... without spaces in the file path and everything compiles okay as you can see hereunder:

```
Linking...
D:\upp\out\MyApps\CLANGx64.Debug.Debug_Full.Gui\GuiScanlines.exe (7829504 B) linked in
(0:00.75)
```

Case closed and maybe it can help others, or could be "solved" in future releases

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