

Subject: Edit: Never mind this message can be deleted
Posted by [Maginor](#) on Thu, 02 Mar 2023 12:07:32 GMT
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Edit: Never mind, I had just mistyped something.

File Attachments

1) [linking.png](#), downloaded 198 times

Build methods

Method	Builder: MSC22X64
CLANG	Compiler name
CLANGx64	External debugger
MSVS22	Common options
MSVS22x64	Common C++ options
	Common C options
	Common link options
	Common fixed flags
	Debug mode defaults
	Default debug info level: Full <input checked="" type="checkbox"/> Use BLITZ <input checked="" type="radio"/> All static <input type="radio"/> Shared libs <input type="radio"/> A
	Debug options
	Debug fixed flags
	Debug link options
	Release mode defaults
	<input type="checkbox"/> Use BLITZ <input checked="" type="radio"/> All static <input type="radio"/> Shared libs <input type="radio"/> A
	Release options
	Release fixed flags
	Release link options
	<input checked="" type="checkbox"/> Allow precompiled headers <input type="checkbox"/> Disable BLITZ
	PATH - executable directories INCLUDE directories LIB directories
	c:/program files/microsoft visual studio/2022/community/vc/tools/msvc/14.32.31326/bin/hostx64/x64
	c:/program files (x86)/windows kits/10/bin/10.0.19041.0/x64
	C:\Data\upp\bin\SDL2\lib\x64
	C:\Data\upp\bin\pgsql\x64\bin
	C:\Data\upp\bin\mysql\lib64
	C/Data/build/Release/lib

Lock link mode

Script file:

Store all target files in the same directory

Set as default