Subject: util.cpp xp64
Posted by arturbac on Tue, 31 Jul 2007 22:52:38 GMT
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Im using Core in Core/WTL/GDI+ mixed project in MSVC8
I had to remove line in Util.cpp

include <intrin.h> becouse i had errors about second C linkage

defines as follow

_DEBUG
WIN32
WIN64
_WINDOWS
AMD64
_WIN64
flagWIN32
flagMT

Subject: Re: util.cpp xp64
Posted by mirek on Wed, 01 Aug 2007 08:59:12 GMT
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We have this there because of _debugbreak, right?

Subject: Re: util.cpp xp64
Posted by arturbac on Wed, 01 Aug 2007 13:43:48 GMT
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The problem is becouse the /Oi switch ...
So when /Oi is enabled at compile time the linker knows all the function from this include and tries to include them again or somthing.

Subject: Re: util.cpp xp64
Posted by mirek on Fri, 03 Aug 2007 18:04:32 GMT
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Well, anyway, I wanted to say:

If I remove that include, what happens to _debugbreak on win64?

Mirek

Subject: Re: util.cpp xp64
Posted by arturbac on Fri, 03 Aug 2007 20:59:41 GMT
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with /Oi propably nothing (i will check)
Without /Oi error

But i don't know how to test if /Oi is enabled.

Subject: Re: util.cpp xp64
Posted by mirek on Sat, 04 Aug 2007 07:48:08 GMT
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Means you suggest to add another #ifdef for Win64?

Subject: Re: util.cpp xp64
Posted by arturbac on Sat, 04 Aug 2007 08:44:25 GMT
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This dons't depend on WIn ver, this depends on compilte time options passed to compiler ....

Subject: Re: util.cpp xp64
Posted by mirek on Sat, 04 Aug 2007 08:51:13 GMT
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arturbac wrote on Sat, 04 August 2007 04:44This dons't depend on WIn ver, this depends on compilte time options passed to compiler ....

Well, that is nice to know.

However, I am still not sure what to do with that damned file and include...

Mirek