Subject: *.brc files and x64 linking problem
Posted by unodgs on Tue, 05 Jul 2011 19:08:09 GMT
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I guess this question goes to Thomas . I found using brc files very handy and everything works flawlessly in 32 bit mode. In 64b mode visual c++ produces following error:
Shaders$brc.obj : fatal error LNK1112: module machine type 'X86' conflicts with target machine type 'x64'
Could that be fixed?

Subject: Re: *.brc files and x64 linking problem
Posted by mirek on Wed, 31 Aug 2011 11:56:55 GMT
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unodgs wrote on Tue, 05 July 2011 15:08I guess this question goes to Thomas . I found using brc files very handy and everything works flawlessly in 32 bit mode. In 64b mode visual c++ produces following error:
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Could that be fixed?

Well, I think Tom was trying to be too clever by converting binary files directly to .obj. I guess what we need there is to use C++ compiler to do so... (to create some const char[] = { files, then compile to .obj)

Subject: Re: *.brc files and x64 linking problem
Posted by mirek on Sun, 04 Sep 2011 19:39:16 GMT
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Fixed

Mirek

Subject: Re: *.brc files and x64 linking problem
Posted by unodgs on Sun, 04 Sep 2011 20:44:08 GMT
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mirek wrote on Sun, 04 September 2011 15:39Fixed

Mirek
Fantastic! Thank you.

Subject: Re: *.brc files and x64 linking problem
Posted by unodgs on Mon, 26 Sep 2011 17:10:17 GMT
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Yesterday I moved back to using brc files in WinGl and I hit the wall with the maximum size of string array in visual c++ (interesting what's the purpose of this limit is). And today I see in the changelog that Thomas has fixed this. Thank you Thomas, now new brc system is perfect and I even had no time to complain about this on the forum