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Subject: Help: custom build

Posted by [mobilehunter](#) on Mon, 06 Nov 2006 05:48:16 GMT

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Hi,

I just try Ultimate++ last week, i want to create a GUI for my console app.

One of my files is an .asm file, which i compile using nasm under custom build at VisualStudio IDE, and the IDE will link the object with the rest of normal cpp object automatically.

How to do the same thing with Ultimate++?

Thanks,  
Reza

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