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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> because i had errors about second C linkage

defines as follow

```
_DEBUG  
WIN32  
WIN64  
_WINDOWS  
_AMD64_  
_WIN64  
flagWIN32  
flagMT
```

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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?

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Subject: Re: util.cpp xp64  
Posted by [arturbac](#) on Wed, 01 Aug 2007 13:43:48 GMT  
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The problem is because 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 something.

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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

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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.

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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?

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Subject: Re: util.cpp xp64  
Posted by [arturbac](#) on Sat, 04 Aug 2007 08:44:25 GMT  
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This doesn't depend on Win ver, this depends on compile time options passed to compiler ....

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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 04:44 This doesn't depend on Win ver, this depends on compile 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

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