Build Log

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--------------------Configuration: SpaceInvaders - Win32 Debug--------------------

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Command Lines

### Creating temporary file "C:\DOCUME~1\kummerg.MCS\LOCALS~1\Temp\RSP5F9.tmp" with contents [ dxguid.lib dsound.lib ddraw.lib winmm.lib dinput.lib kernel32.lib user32.lib gdi32.lib winspool.lib comdlg32.lib advapi32.lib shell32.lib ole32.lib oleaut32.lib uuid.lib odbc32.lib odbccp32.lib /nologo /subsystem:windows /incremental:yes /pdb:"Debug/SpaceInvaders.pdb" /debug /machine:I386 /out:"Debug/SpaceInvaders.exe" /pdbtype:sept ".\Debug\Collision.obj" ".\Debug\Explosion.obj" ".\Debug\ExplosionCollection.obj" ".\Debug\gamecode.obj" ".\Debug\gametimer.obj" ".\Debug\Invader.obj" ".\Debug\InvaderCollection.obj" ".\Debug\mydrawengine.obj" ".\Debug\myinputs.obj" ".\Debug\mypicture.obj" ".\Debug\mysound.obj" ".\Debug\mysoundengine.obj" ".\Debug\Player.obj" ".\Debug\Weapon.obj" ".\Debug\WeaponCollection.obj" ".\Debug\wincode.obj" ] Creating command line "link.exe @C:\DOCUME~1\kummerg.MCS\LOCALS~1\Temp\RSP5F9.tmp"

Output Window

### Linking... LINK : LNK6004: Debug/SpaceInvaders.exe not found or not built by the last incremental link; performing full link

Results

SpaceInvaders.exe - 0 error(s), 0 warning(s)