A lang item was redefined.

Erroneous code example:

```
#![feature(lang_items)]

#[lang = "owned_box"]
struct Foo<T>(T); // error: duplicate lang item found: `owned_box`
```

Lang items are already implemented in the standard library. Unless you are writing a free-standing application (e.g., a kernel), you do not need to provide them yourself.

You can build a free-standing crate by adding `#![no_std]` to the crate attributes:

```
#![no_std]
```

See also the unstable book.