Subject: Resolve_all behaves differently on that command line that in the IDE console
Posted by timothyja123 on Wed, 29 Apr 2015 03:13:08 GMT
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When I run my build program from the command line resolve_all fails to find dependencies if they are in a sub directory. If I run it from the IDE's console everything works fine.

I've tried on both Linux and Windows and the results are the same. Can anyone explain this?

Thanks,
Tim