

# LNK1000

**Source:** <http://www.tech-archive.net/Archive/VisualStudio/microsoft.public.vsnet.ide/2004-09/0345.html>

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I am getting "LNK1000: Internal error during Pass2" during linking of an EXE that uses several static libraries.

TDSRasterToolsD.lib(Envi.obj) : fatal error LNK1000: Internal error during Pass2

Version 7.10.3077

ExceptionCode = C0000005

ExceptionFlags = 00000000

ExceptionAddress = 103120EA (10300000) "C:\Program Files\Microsoft Visual Studio .NET 2003\Common7\ide\mspdb71.dll"

NumberParameters = 00000002

ExceptionInformation[ 0] = 00000000

ExceptionInformation[ 1] = 00004170

CONTEXT:

Eax = 0000416E Esp = 0012EC88

Ebx = 0000416E Ebp = 0012EC88

Ecx = 028CE008 Esi = 01288810

Edx = 0012EC84 Edi = 02A919C8

Eip = 103120EA EFlags = 00010246

SegCs = 0000001B SegDs = 00000023

SegSs = 00000023 SegEs = 00000023

SegFs = 00000038 SegGs = 00000000

Dr0 = 0012EC88 Dr3 = 0000416E

Dr1 = 0012EC88 Dr6 = 028CE008

Dr2 = 79165F54 Dr7 = 7A08DD5C

Has anyone seen something similar? This started after I was adjusting the list of dependencies for each of the static libraries. It's not clear to me what exactly it means when you specify additional dependencies for static libraries. It appears that the listed dependencies are pulled into the resulting obj file for the static lib that specified the additional dependency. This causes LNK4006 warnings for me because two of my libs pull in the same even more primitive lib, and then a higher level lib will pull in both of those libs. In the process of trying to avoid such warnings I have now caused this internal linker error!

Should I just not bother listed additional dependencies on static libs, and

just force the exe to pull in everything? That doesn't sound like the proper solution, as I thought the whole point of the additional dependencies was so I would only have to list a single lib for my exe and then it would pull in all of the libs dependencies. On another note it appears that setting up dependencies within a solution creates an invisible implied dependency. I thought it just affected build order, but I have observed that it pulls in any libs that you set up as a dependency. That behavior is disturbing to me. If anyone can shed some light on any of this discussion I'd appreciate it.

Thanks  
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