
Subject: Compile package with iml file problem!
Posted by [tojocky](#) on Tue, 23 Dec 2008 07:06:35 GMT
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I have a problem on compiling with MSC8:Debug when i'm trying to add iml file:

Quote:----- UApplication (GUI MAIN MSC8 DEBUG DEBUG_FULL WIN32 MSC) (9 / 9)

MainWorkspace.cpp

MainMenu.cpp

main.cpp

UApplication: 3 file(s) built in (0:04.60), 1535 msecs / file, duration = 4672 msecs, parallelization 71%

Linking...

MainWorkspace.obj : error LNK2019: unresolved external symbol "public: static class Upp::Image __cdecl UA::UAImpg::Get(int)" (?Get@UAImpg@

UA@@@SA?AVImage@Upp@@H@Z) referenced in function "public: static class Upp::Image __cdecl UA::UAImpg::MainIcon(void)" (?MainIcon@UAImpg@UA@@@SA?AVImage@Upp@@@XZ)

C:\uppdev\out\MSC8.Debug.Debug_full.Gui.Noblitz\UApplication .exe : fatal error LNK1120: 1 unresolved externals

There were errors. (3:00.65)

in .h file i wrote:

Quote:#ifndef _UApplication_MainWorkspace_h_

#define _UApplication_MainWorkspace_h_

#include <CtrlLib/CtrlLib.h>

namespace UA{

using namespace UPP;

#define IMAGECLASS UAImpg

#define IMAGEFILE <UApplication/UApplication.iml>

#include <Draw/iml_header.h>

...

and in .cpp file i use this class:

Quote:

#include "MainWorkspace.h"

namespace UA{

UApplication::UApplication() {

Sizeable();

Zoomable();

CtrlLayout(*this);

```
AddFrame(menu);
Icon(UAImg::MainIcon());
...
```

With active verbose i have:

```
Quote:----- CtrlLib ( GUI MSC8 DEBUG DEBUG_FULL WIN32 MSC ) ( 1 / 9)
cd D:\source_codes\upp\svn_google\uppsrc\CtrlLib
----- CtrlCore ( GUI MSC8 DEBUG DEBUG_FULL WIN32 MSC ) ( 2 / 9)
cd D:\source_codes\upp\svn_google\uppsrc\CtrlCore
----- RichText ( GUI MSC8 DEBUG DEBUG_FULL WIN32 MSC ) ( 3 / 9)
cd D:\source_codes\upp\svn_google\uppsrc\RichText
----- Draw ( GUI MSC8 DEBUG DEBUG_FULL WIN32 MSC ) ( 4 / 9)
cd D:\source_codes\upp\svn_google\uppsrc\Draw
----- plugin\bmp ( GUI MSC8 DEBUG DEBUG_FULL WIN32 MSC ) ( 5 / 9)
cd D:\source_codes\upp\svn_google\uppsrc\plugin\bmp
----- Core ( GUI MSC8 DEBUG DEBUG_FULL WIN32 MSC ) ( 6 / 9)
cd D:\source_codes\upp\svn_google\uppsrc\Core
----- plugin\z ( GUI MSC8 DEBUG DEBUG_FULL WIN32 MSC ) ( 7 / 9)
cd D:\source_codes\upp\svn_google\uppsrc\plugin\z
----- plugin\png ( GUI MSC8 DEBUG DEBUG_FULL WIN32 MSC ) ( 8 / 9)
cd D:\source_codes\upp\svn_google\uppsrc\plugin\png
----- UApplication ( GUI MAIN MSC8 DEBUG DEBUG_FULL WIN32 MSC ) ( 9 / 9)
cd D:\source_codes\UltimateAutomation\UApplication
Linking...
link -nologo -machine:I386 -pdb:"
C:\uppdev\out\MSC8.Debug.Debug_full.Gui.Noblitz\UApplication.pdb "
-out:"C:\uppdev\out\MSC8.Debug.Debug_
full.Gui.Noblitz\UApplication.exe" -incremental:yes -debug -OPT:NOREF -subsystem:windows
-LIBPATH:"C:\Program Files\Microsoft Visual
Studio 8\Vc\Lib" -LIBPATH:"C:\Program Files\Microsoft Visual Studio 8\Vc\PlatformSDK\Lib"
-LIBPATH:"C:\uppdev\sd\lib" -LIBPATH:"C:
\Program Files\PostgreSQL\8.2.4-3.1C\lib" -LIBPATH:"C:\OpenSSL\lib\VC"
"C:\uppdev\out\UApplication\MSC8.Debug.Debug_full.
Gui.Main.Noblitz\MainWorkspace.obj" "
C:\uppdev\out\UApplication\MSC8.Debug.Debug_full.Gui.Main.No blitz\MainMenu.obj "
"C:\uppdev\out\
UApplication\MSC8.Debug.Debug_full.Gui.Main.Noblitz\main.obj " "
C:\uppdev\out\CtrlLib\MSC8.Debug.Debug_full.Gui.Noblitz\Ctrl Lib.obj "
" C:\uppdev\out\CtrlLib\MSC8.Debug.Debug_full.Gui.Noblitz\Ctrl Lib.lib " "
C:\uppdev\out\CtrlCore\MSC8.Debug.Debug_full.Gui.Noblitz\Ctr l
Core.obj" "C:\Program Files\Microsoft Visual Studio 8\Vc\PlatformSDK\Lib\advapi32.lib"
"C:\Program Files\Microsoft Visual Studio 8\V
c\PlatformSDK\Lib\comdlg32.lib" "C:\Program Files\Microsoft Visual Studio
8\Vc\PlatformSDK\Lib\comctl32.lib" "C:\uppdev\out\CtrlCore
\MSC8.Debug.Debug_full.Gui.Noblitz\CtrlCore.lib" "
C:\uppdev\out\RichText\MSC8.Debug.Debug_full.Gui.Noblitz\Ric hImage.obj " "C:\uppdev
\out\RichText\MSC8.Debug.Debug_full.Gui.Noblitz\RichText.lib " "C:\Program Files\Microsoft
```

Visual Studio 8\Vc\PlatformSDK\Lib\user32.
 lib" "C:\Program Files\Microsoft Visual Studio 8\Vc\PlatformSDK\Lib\gdi32.lib"
 "C:\uppdev\out\Draw\MSC8.Debug.Debug_full.Gui.Noblitz
 \Draw.lib" " C:\uppdev\out\plugin\bmp\MSC8.Debug.Debug_full.Gui.Noblitz\B mpReg.obj "
 "C:\uppdev\out\plugin\bmp\MSC8.Debug.Debug_full.G
 ui.Noblitz\bmp.lib" "C:\Program Files\Microsoft Visual Studio 8\Vc\Lib\kernel32.lib" "C:\Program
 Files\Microsoft Visual Studio 8\Vc\
 PlatformSDK\Lib\user32.lib" "C:\Program Files\Microsoft Visual Studio
 8\Vc\PlatformSDK\Lib\advapi32.lib" "C:\Program Files\Microsoft
 Visual Studio 8\Vc\PlatformSDK\Lib\shell32.lib" "C:\Program Files\Microsoft Visual Studio
 8\Vc\PlatformSDK\Lib\winmm.lib" "C:\Progr
 am Files\Microsoft Visual Studio 8\Vc\PlatformSDK\Lib\mpr.lib" "
 C:\uppdev\out\Core\MSC8.Debug.Debug_full.Gui.Noblitz\Core.li b " "C:\u
 ppdev\out\plugin\z\MSC8.Debug.Debug_full.Gui.Noblitz\z.lib" "
 C:\uppdev\out\plugin\png\MSC8.Debug.Debug_full.Gui.Noblitz\p ngreg.obj "
 " C:\uppdev\out\plugin\png\MSC8.Debug.Debug_full.Gui.Noblitz\p ng.lib "
 MainWorkSpace.obj : error LNK2019: unresolved external symbol "public: static class Upp::Image
 __cdecl UA::UAImg::Get(int)" (?Get@UAImg@
 UA@@@SA?AVImage@Upp@@H@Z) referenced in
 function "public: static class Upp::Image __cdecl UA::UAImg::MainIcon(void)" (?MainIcon@UAImg
 @UA@@@SA?AVImage@Upp@@@XZ)
 C:\uppdev\out\MSC8.Debug.Debug_full.Gui.Noblitz\UApplication .exe : fatal error LNK1120: 1
 unresolved externals
 "C:\Program Files\Microsoft Visual Studio 8\Vc\Bin\link.exe" -nologo -machine:I386
 -pdb:"C:\uppdev\out\MSC8.Debug.Debug_full.Gui.Noblitz
 \UApplication.pdb" -out:" C:\uppdev\out\MSC8.Debug.Debug_full.Gui.Noblitz\UApplication .exe "
 -incremental:yes -debug -OPT:NOREF -subsy
 stem:windows -LIBPATH:"C:\Program Files\Microsoft Visual Studio 8\Vc\Lib"
 -LIBPATH:"C:\Program Files\Microsoft Visual Studio 8\Vc\PI
 atformSDK\Lib" -LIBPATH:"C:\uppdev\sd\lib" -LIBPATH:"C:\Program
 Files\PostgreSQL\8.2.4-3.1C\lib" -LIBPATH:"C:\OpenSSL\lib\VC"
 " C:\uppdev\out\UApplication\MSC8.Debug.Debug_full.Gui.Main.No blitz\MainWorkSpace.obj
 " "C:\uppdev\out\UApplication\MSC8.Debug.D
 ebug_full.Gui.Main.Noblitz\MainMenu.obj" "
 C:\uppdev\out\UApplication\MSC8.Debug.Debug_full.Gui.Main.No blitz\main.obj " "C:\uppdev\out
 \CtrlLib\MSC8.Debug.Debug_full.Gui.Noblitz\CtrlLib.obj" "
 C:\uppdev\out\CtrlLib\MSC8.Debug.Debug_full.Gui.Noblitz\Ctrl Lib.lib " "C:\up
 pdev\out\CtrlCore\MSC8.Debug.Debug_full.Gui.Noblitz\CtrlCore .obj " "C:\Program
 Files\Microsoft Visual Studio 8\Vc\PlatformSDK\Lib\adv
 api32.lib" "C:\Program Files\Microsoft Visual Studio 8\Vc\PlatformSDK\Lib\comdlg32.lib"
 "C:\Program Files\Microsoft Visual Studio 8\
 Vc\PlatformSDK\Lib\comctl32.lib" "
 C:\uppdev\out\CtrlCore\MSC8.Debug.Debug_full.Gui.Noblitz\Ctr lCore.lib "
 "C:\uppdev\out\RichText\MSC
 8.Debug.Debug_full.Gui.Noblitz\RichImage.obj" "
 C:\uppdev\out\RichText\MSC8.Debug.Debug_full.Gui.Noblitz\Ric hText.lib " "C:\Program Fi
 les\Microsoft Visual Studio 8\Vc\PlatformSDK\Lib\user32.lib" "C:\Program Files\Microsoft Visual
 Studio 8\Vc\PlatformSDK\Lib\gdi32.li

```

b" " C:\uppdev\out\Draw\MSC8.Debug.Debug_full.Gui.Noblitz\Draw.lib " "
C:\uppdev\out\plugin\bmp\MSC8.Debug.Debug_full.Gui.Noblitz\BmpReg
g.obj" " C:\uppdev\out\plugin\bmp\MSC8.Debug.Debug_full.Gui.Noblitz\bmp.lib " "C:\Program
Files\Microsoft Visual Studio 8\VC\Lib\kernel32.lib" "C:\Program Files\Microsoft Visual Studio 8\VC\PlatformSDK\Lib\user32.lib" "C:\Program
Files\Microsoft Visual Studio 8\VC\PlatformSDK\Lib\advapi32.lib" "C:\Program Files\Microsoft Visual Studio 8\VC\PlatformSDK\Lib\shell32.lib" "C:\Program Files\Microsoft
Visual Studio 8\VC\PlatformSDK\Lib\winmm.lib" "C:\Program Files\Microsoft Visual Studio 8\VC\PlatformSDK\Lib\mpr.lib" "C:\uppdev\out\
t\Core\MSC8.Debug.Debug_full.Gui.Noblitz\Core.lib" "
C:\uppdev\out\plugin\z\MSC8.Debug.Debug_full.Gui.Noblitz\z.lib " "C:\uppdev\out\p
lugin\png\MSC8.Debug.Debug_full.Gui.Noblitz\pngreg.obj" "
C:\uppdev\out\plugin\png\MSC8.Debug.Debug_full.Gui.Noblitz\png.lib "
Error executing "C:\Program Files\Microsoft Visual Studio 8\VC\Bin\link.exe" -nologo
-machine:I386 -pdb:"C:\uppdev\out\MSC8.Debug.Debug_
full.Gui.Noblitz\UApplication.pdb" -out:"
C:\uppdev\out\MSC8.Debug.Debug_full.Gui.Noblitz\UApplication.exe" -incremental:yes -debug -
OPT:NOREF -subsystem:windows -LIBPATH:"C:\Program Files\Microsoft Visual Studio 8\VC\Lib"
-LIBPATH:"C:\Program Files\Microsoft Visual Studio 8\VC\PlatformSDK\Lib" -LIBPATH:"C:\uppdev\sd\lib" -LIBPATH:"C:\Program
Files\PostgreSQL\8.2.4-3.1C\lib" -LIBPATH:"C:\OpenS
SL\lib\VC" " C:\uppdev\out\UApplication\MSC8.Debug.Debug_full.Gui.Main.No
blitz\MainWorkSpace.obj " "C:\uppdev\out\UApplicat
ion\MSC8.Debug.Debug_full.Gui.Main.Noblitz\MainMenu.obj" "
C:\uppdev\out\UApplication\MSC8.Debug.Debug_full.Gui.Main.Noblitz\main.obj
" " C:\uppdev\out\CtrlLib\MSC8.Debug.Debug_full.Gui.Noblitz\CtrlLib.obj "
"C:\uppdev\out\CtrlLib\MSC8.Debug.Debug_full.Gui.Noblitz\Ctrl
Lib.lib" " C:\uppdev\out\CtrlCore\MSC8.Debug.Debug_full.Gui.Noblitz\CtrlCore.obj "
"C:\Program Files\Microsoft Visual Studio 8\VC\Pla
tformSDK\Lib\advapi32.lib" "C:\Program Files\Microsoft Visual Studio
8\VC\PlatformSDK\Lib\comdlg32.lib" "C:\Program Files\Microsoft
Visual Studio 8\VC\PlatformSDK\Lib\comctl32.lib" "
C:\uppdev\out\CtrlCore\MSC8.Debug.Debug_full.Gui.Noblitz\CtrlCore.lib " "C:\uppdev\
out\RichText\MSC8.Debug.Debug_full.Gui.Noblitz\RichImage.obj" "
C:\uppdev\out\RichText\MSC8.Debug.Debug_full.Gui.Noblitz\RichText.lib
" "C:\Program Files\Microsoft Visual Studio 8\VC\PlatformSDK\Lib\user32.lib" "C:\Program
Files\Microsoft Visual Studio 8\VC\Platform
SDK\Lib\gdi32.lib" " C:\uppdev\out\Draw\MSC8.Debug.Debug_full.Gui.Noblitz\Draw.lib "
"C:\uppdev\out\plugin\bmp\MSC8.Debug.Debug_full.G
ui.Noblitz\BmpReg.obj" " C:\uppdev\out\plugin\bmp\MSC8.Debug.Debug_full.Gui.Noblitz\bmp.lib
" "C:\Program Files\Microsoft Visual Studi
o 8\VC\Lib\kernel32.lib" "C:\Program Files\Microsoft Visual Studio
8\VC\PlatformSDK\Lib\user32.lib" "C:\Program Files\Microsoft Visu
al Studio 8\VC\PlatformSDK\Lib\advapi32.lib" "C:\Program Files\Microsoft Visual Studio
8\VC\PlatformSDK\Lib\shell32.lib" "C:\Program
Files\Microsoft Visual Studio 8\VC\PlatformSDK\Lib\winmm.lib" "C:\Program Files\Microsoft
Visual Studio 8\VC\PlatformSDK\Lib\mpr.lib

```

```
b" " C:\uppdev\out\Core\MSC8.Debug.Debug_full.Gui.Noblitz\Core.li b " "
C:\uppdev\out\plugin\z\MSC8.Debug.Debug_full.Gui.Noblitz\z.l ib "
" C:\uppdev\out\plugin\png\MSC8.Debug.Debug_full.Gui.Noblitz\p ngreg.obj "
"C:\uppdev\out\plugin\png\MSC8.Debug.Debug_full.Gui.Noblitz\
png.lib"
Exitcode: 1120
```

There were errors. (0:00.57)

Help me please!
If is need I attached package.

File Attachments

1) [UApplication.7z](#), downloaded 477 times

Subject: Re: Compile package with iml file problem!
Posted by [Sender Ghost](#) on Tue, 23 Dec 2008 08:13:33 GMT
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Hello, Ion.

You didn't include "Draw/iml_source.h" header file in "UApplication\MainWorkSpace.cpp". Unified diff for fixed file below:

```
#include "MainWorkSpace.h"

//using namespace UPP;

namespace UA{

#define IMAGECLASS UAImg
#define IMAGEFILE <UApplication/UApplication.iml>
#include <Draw/iml_source.h>
+
UApplication::UApplication() {
    Sizeable();
    Zoomable();
    CtrlLayout(*this);
    AddFrame(menu);
    Icon(UAImg::MainIcon());
```

As written in the GUI Tutorial:

Quote:

Note: #include <Draw/iml.h> works only when images are to be used in single .cpp file, otherwise you must put "obsuscated" sequence with #include <Draw/iml_header.h> to you header and

#include <Draw/iml_source.h> to any .cpp file.

Subject: Re: Compile package with iml file problem!
Posted by [tojocky](#) on Tue, 23 Dec 2008 10:44:48 GMT
[View Forum Message](#) <> [Reply to Message](#)

Sender Ghost wrote on Tue, 23 December 2008 10:13
You didn't include "Draw/iml_source.h" header file in "UApplication\MainWorkSpace.cpp". Unified diff for fixed file below:

```
#include "MainWorkSpace.h"

//using namespace UPP;

namespace UA{

#define IMAGECLASS UAImg
#define IMAGEFILE <UApplication/UApplication.iml>
#include <Draw/iml_source.h>
+
UApplication::UApplication() {
    Sizeable();
    Zoomable();
    CtrlLayout(*this);
    AddFrame(menu);
    Icon(UAImg::MainIcon());
}
```

As written in the GUI Tutorial:

Quote:

Note: #include <Draw/iml.h> works only when images are to be used in single .cpp file, otherwise you must put "obsuscated" sequence with #include <Draw/iml_header.h> to you header and #include <Draw/iml_source.h> to any .cpp file.

Sure! thanks...
