
Subject: Re: Console 'Hello World' won't build.
Posted by [fudadmin](#) on Fri, 03 Aug 2007 23:35:54 GMT
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If I recall well, one can't use "naked" "main" function with U++...
Have a look at console apps examples (e.g CParser)

3 minimum U++ requirements :

1. include at least one U++ package which recursively includes <Core/Core.h>

2. Your code must be wrapped inside:

2.a

```
CONSOLE_APP_MAIN
{
...
}
```

OR

2.b

```
GUI_APP_MAIN
{
...
}
```

3. Main package configuration flags must be set accordingly: CONSOLE or GUI.

====

"String" is not recognized because it gets included with "Core" mentioned above.
