Subject: Re: Console 'Hello World' won't build.
Posted by fudadmin on Sun, 05 Aug 2007 19:41:26 GMT
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Ok, correct me if I'm wrong:

If I recall well, one can't use "naked" "main" function with U++... (I didn't say C++ !!!)
Have a look at console apps examples (e.g CParser)

*** 3 minimum requirements If you use U++ ***
(but you have to be able to compile Upp examples first!!!)

You have to have:
=========
1. at least one #include in at least one of your files (directly or recursively) usually
1.a <Core/Core.h> for CONSOLE apps
 <CtrlLib/CtrlLib.h> for GUI apps

1.b (Synchronically, in parallel or any similar word of your choice) at least one U++ package with the same name added to
to your packages (check the top-left list of names (they are the names of packages) or in MyPackageName.upp file)
[How to find MyPackageName.upp file - a separate topic]
=========
2. your code wrapped inside:
2.a

 CONSOLE_APP_MAIN
{
...
}

OR
 2.b

 GUI_APP_MAIN
{
...
}

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

Edit:
BTW, have you read this:
http://www.ultimatepp.org/appideGettingStarted$en-us.html