Subject: Re: How to link to external libraries
Posted by Ishi on Sun, 16 Sep 2007 16:07:33 GMT
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Thanks for the reply. Unfortunately I still can't get it to work. I've taken some screenshots so you can see my setup better:

I'm including C:\lib\TXF\TXF.h with a simple #include <TXF.h> which seems to work fine.

I'm trying to use the lib C:\lib\TXF\TXF.lib, and that's the bit that doesn't seem to work for some reason.

My error output is:

Linking...
(option '-O 2' ignored)
File 'libcmt' not found.
File 'oldnames' not found.
File 'libcpmt' not found.
___main: duplicate
-> used: libmingw32.a:gccmain.o:1
-> discarded: libgcc.a:__main.o:1
2 undefined symbol(s):
TXF::Document::Document(char const*)(referenced from
c:\upp\out\engineeditor\mingw.debug_full.gui.main\editor-project.o:1; std::__verify_grou
 ping(char const*, unsigned int, std::basic_string<char, std::char_traits<char>, std::allocator<char>
> const&); CEditor::saveProject(bool
 ); CEditor::saveProject(bool); ...)
TXF::Document::~Document()(referenced from
c:\upp\out\engineeditor\mingw.debug_full.gui.main\editor-project.o:1; std::__verify_grouping(char
 const*, unsigned int, std::basic_string<char, std::char_traits<char>, std::allocator<char> >
const&); CEditor::saveProject(bool); CEditor
 ::saveProject(bool); ...)
linking aborted due to fatal errors
collect2: ld returned 1 exit status

Thanks again for any help, much appreciated.