Subject: linking difficulties under msvc
Posted by lokki on Tue, 30 Oct 2007 10:39:51 GMT
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Hello,

I've got a problem. I'm using TheIDE with MSC8 build method (Microsoft Visual C++ and need to link external library (FMOD) to my aplication.

libs/include directories are correctly set in Build method settings. External lirary is added in package organizer as well.

When FMOD functions and objects are part of U++ main window class (class generated by IDE at the begining of the project) everything works fine, and apllication is built OK.

But when I try to move FMOD functionality to external class (included in project) to separate it from GUI, I am receiving linking errors as stated below:

Error executing "C:\Program Files\Microsoft Visual Studio 8\Vc\Bin\link.exe" -nologo
-machine:I386 -pdb:"D:\upp\out\MSC8.Debug_full.Gui\fmod
enginetest.pdb" -out:"D:\upp\out\MSC8.Debug_full.Gui\fmodenginetest.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
:\Program Files\Microsoft Platform SDK for Windows Server 2003 R2\Lib" -LIBPATH:"D:\jk\lib\lib"
"D:\upp\out\fmodenginetest\MS
C8.Debug_full.Gui.Main\playerengine.obj"
"D:\upp\out\fmodenginetest\MSC8.Debug_full.Gui.Main\main.obj "
"D:\upp\out\CtrlLib\MSC8.Debug_fu
ll.Gui\CtrlLib.obj" "D:\upp\out\CtrlLib\MSC8.Debug_full.Gui\$blitz.obj"
"D:\upp\out\CtrlLib\MSC8.Debug_full.Gui\ChWin32.obj" "D:\upp\out
\CtrlCore\MSC8.Debug_full.Gui\CtrlCore.obj" "C:\Program Files\Microsoft Platform SDK for
Windows Server 2003 R2\Lib\advapi32.lib" "C:\Pr
ogram Files\Microsoft Platform SDK for Windows Server 2003 R2\Lib\comdlg32.lib" "C:\Program
Files\Microsoft Platform SDK for Windows Ser
ver 2003 R2\Lib\comctl32.lib" "D:\upp\out\CtrlCore\MSC8.Debug_full.Gui\$blitz.obj"
"D:\upp\out\RichText\MSC8.Debug_full.Gui\RichImage.ob
j" "D:\upp\out\RichText\MSC8.Debug_full.Gui\$blitz.obj" "C:\Program Files\Microsoft Platform
SDK for Windows Server 2003 R2\Lib\user32.l
ib" "C:\Program Files\Microsoft Platform SDK for Windows Server 2003 R2\Lib\gdi32.lib"
"D:\upp\out\Draw\MSC8.Debug_full.Gui\$blitz.obj"
"C:\Program Files\Microsoft Visual Studio 8\Vc\Lib\kernel32.lib" "C:\Program Files\Microsoft
Platform SDK for Windows Server 2003 R2\Lib
\user32.lib" "C:\Program Files\Microsoft Platform SDK for Windows Server 2003
R2\Lib\advapi32.lib" "C:\Program Files\Microsoft Platform
SDK for Windows Server 2003 R2\Lib\shell32.lib" "C:\Program Files\Microsoft Platform SDK for
Windows Server 2003 R2\Lib\winmm.lib" "D:\u
pp\out\Core\MSC8.Debug_full.Gui\$blitz.obj" "D:\upp\out\Core\MSC8.Debug_full.Gui\OL_Set.obj"

"D:\upp\out\plugin\bmp\MSC8.Debug_full.Gui\
BmpReg.obj" "D:\upp\out\plugin\bmp\MSC8.Debug_full.Gui\$blitz.obj"
"D:\upp\out\plugin\z\MSC8.Debug_full.Gui\adler32.obj" "D:\upp\out\plu
gin\z\MSC8.Debug_full.Gui\compress.obj" "D:\upp\out\plugin\z\MSC8.Debug_full.Gui\crc32.obj"
"D:\upp\out\plugin\z\MSC8.Debug_full.Gui\def
late.obj" "D:\upp\out\plugin\z\MSC8.Debug_full.Gui\gzio.obj"
"D:\upp\out\plugin\z\MSC8.Debug_full.Gui\infblock.obj" "D:\upp\out\plugin\z
\MSC8.Debug_full.Gui\infcodes.obj" "D:\upp\out\plugin\z\MSC8.Debug_full.Gui\inffast.obj"
"D:\upp\out\plugin\z\MSC8.Debug_full.Gui\inflat
e.obj" "D:\upp\out\plugin\z\MSC8.Debug_full.Gui\inftrees.obj"
"D:\upp\out\plugin\z\MSC8.Debug_full.Gui\infutil.obj" "D:\upp\out\plugin\z
\MSC8.Debug_full.Gui\trees.obj" "D:\upp\out\plugin\z\MSC8.Debug_full.Gui\uncompr.obj"
"D:\upp\out\plugin\z\MSC8.Debug_full.Gui\zutil.obj
" "D:\upp\out\plugin\png\MSC8.Debug_full.Gui\pngreg.obj"
"D:\upp\out\plugin\png\MSC8.Debug_full.Gui\pnglib.obj" "D:\upp\out\plugin\png\M
SC8.Debug_full.Gui\pngupp.obj" "D:\jk\lib\lib\fmodex_vc.lib"
Exitcode: 1120
