Subject: console + WIN-GDI
Posted by amando1957 on Mon, 05 Nov 2007 20:31:28 GMT
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Hello folks,

I am using WIN2K. At the console (without U++) the WIN-GDI-funcs are not supported obviously. So i tried a Core_console, with U++. Now the WIN-Clipboard-funcs are accepted, but not the SetPixel() (WIN-GDI):
(translated from German)

Linking...
core_console_win.obj : error LNK2019: not resolved external symbol '__imp__SetPixel@1
6', referred to in function "'void __cdecl ConsoleMainFn_(void)" (?ConsoleMainFn_@@YAXXZ
)'
C:\upp\out\MSC71.Debug_full\core_console_win.exe : fatal error LNK1120: 1 unresolved external symbol

I need to cover the GDI-funcs at the console too, for drawing at the desktop, printer and memory-bitmaps. I had the same problem at a WIN2-project. Another WIN-func (for the soundboard) was accepted, but the GDI-funcs seem to be a problem.

Now well, that's a linker-error, but what to do? Do i need a particular lib for the WIN-GDI-funcs, or alike?

with kind greets
Martin