Subject: Re: console + WIN-GDI
Posted by amando1957 on Fri, 09 Nov 2007 11:40:05 GMT

Hello folks,

Thanks for the hint. Now i have tried a console (with U++), added the Draw package, is running fine now, . Also with the CtrlLib-type it takes all the GDI.

However, only at the WIN32-project, i still get the linker error for "'__imp__CreateSolidBrush@4'". Don't i need the same there, to add the Draw package?

with kind greets
martin