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Subject: Re: why "\_\_main: duplicate" ?  
Posted by [forlano](#) on Thu, 15 Nov 2007 13:21:07 GMT  
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alex100 wrote on Thu, 15 November 2007 10:23Hi Luigi

Ok, I, for a moments, forgot that U++ is a great tool and I forgot that it works in many operating systems, it has lost of versions and so one.

So, I am using WinXP, upp-mingw-2007.1.exe

Well, the "\_\_main: duplicate" is happening for me for many times and the compilation of MyUppApp that I downloaded from this forum also presents that link error. There is the 7z file with the application in attachment.

This error comes up also when I try to include database capabilities to the "HelloWorld-Rudimentary HelloWorld application with menu and status bar" example that comes with upp. Please, tell me where can I find information related with:  
Which includes are needed to create and open a SQLite database in the HelloWorld Main Window?

Thank you

Alex

Hi Alex,

as said Luzr the problem is with the compiler. I got the same error. In particular MyUppApp use some code that doesn't like to mingw compiler and I guess related to the function "PathAppend". In the past I compiled it with MSC8 and worked OK.  
Now I commented all the blocks in which appear PathAppend

```
#ifdef flagWIN32
TCHAR szPath[MAX_PATH];
SHGetFolderPath(NULL, CSIDL_APPDATA, NULL, 0, szPath);
PathAppend(szPath, "MyUppApp");
PathAppend(szPath, cfgfile);
fullpathtocfgfile = szPath;
#else
fullpathtocfgfile = cfgfile;
#endif
```

and the program compile and run although at runtime signal some problem. Please try yourself. Moreover do not stop to do test other packages and if something is not clear come back and ask.

Luigi

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