
Subject: Re: SQL_mySQL reference problems
Posted by [aplatypus](#) on Sun, 12 Mar 2006 11:50:39 GMT
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Hy there Mirek

Thanks for your comments, I am not sure of their meaning though. The SQL_MySql demo is a console program. Why do I want to use the "GUI_APP_MAIN" macro here? My question is this, How does a console program come to ask for a '_WinMain' entry point?

And of course, How do I make the console program that isn't looking for the '_WinMain' entry point?

The error: "No input files.", is the only message in TheIDE's output window from the link-command asking for a '_WinMain' entry.

If the new release will correct the issue, then perhaps I will wait for that. It looks to me as if the issue is not with the program as much as in the way the mysql builds are done under minGW.

If you run a build of the SQL_MySql project with a library file made from the DLL with the minGW dlltool program ...

Quote:

```
c:\> dlltool.exe --dllname libmySQL.dll --output-lib libUppMySQL.a -k
```

That will reproduce the "no input" error message. Or if it doesn't, I can go over everything to find my mistake.

Thanks for the support, the tips are helping, there is slow progress. And I'm learning more about Ultimate.

Cheers,
Will.
