
Subject: Re: Problem with "SDL Example" in Upp 2008.1 [BUG?]

Posted by [mr_ped](#) on Fri, 08 Aug 2008 07:55:28 GMT

[View Forum Message](#) <> [Reply to Message](#)

Well, I have the same problem now (it's sort of weird, because I did test SDL with 2008rc for sure, and it did work back then).

I did have a quick look what's going on, and the line 50 at SDL_main.h is:

```
#define main SDL_main
```

Which will lead to this code in SDLExample\main.cpp during compilation (formatting added by me, it's single line in reality):

```
void ConsoleMainFn_();  
int SDL_main(int argc, char *argv[]) {  
    Upp::AppInit__(argc, (const char **)argv);  
    ConsoleMainFn_();  
    Upp::DeleteUsrLog();  
    Upp::AppExit__();  
    return Upp::GetExitCode();  
}  
void ConsoleMainFn_()
```

As you can see, the "main" has name SDL_main, so it is not found during linking.

When you add "#undef main" ahead of CONSOLE_APP_MAIN (line 258 at main.cpp), it works well.

While I understand how the error occurs, and how to fix it, I have no idea where it comes from and what was the intention of original author. Maybe during linking with SDL library there should be used some additional flag so linker knows the "main" is SDL_main? Maybe someone else who does use SDL, will know from head what is this about.
