
Subject: Re: got error "PathAppend undefined"

Posted by [amando1957](#) on Wed, 10 Sep 2008 17:22:20 GMT

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Hi to all,

Tried to run it at WIN2K with 2008.1, but got the following (excerpt):

```
C:/upp/out/MyUppApp/MINGW.Debug.Debug_full.Gui.Main\blitz.o: In function
`_ZN8MyUppApp11che
  ckConfigEv':
D:/upp/MyApps/MyUppApp/MyUppApp.cpp:313: undefined reference to
`__imp__PathAppendA@8'
D:/upp/MyApps/MyUppApp/MyUppApp.cpp:315: undefined reference to
`__imp__PathAppendA@8'
D:/upp/MyApps/MyUppApp/MyUppApp.cpp:339: undefined reference to
`__imp__PathAppendA@8'
D:/upp/MyApps/MyUppApp/MyUppApp.cpp:340: undefined reference to
`__imp__PathAppendA@8'
C:/upp/out/MyUppApp/MINGW.Debug.Debug_full.Gui.Main\blitz.o: In function
`_ZN7OptionsC1Ev':
```

The only files where "PathAppend" can be found in are "MyUppApp.cpp" and "Options.cpp".

Interesting that following code:

```
#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
```

can be found in both.

@Yeoh: that's intended? Seems to be redundant code.

Commenting one of them had the effect that the errors from before were gone, but got the missing "szPath", which is not a miracle.

Anyone has a hint for me please?

kind greets
Martin