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Subject: Re: Draw without CtrlLib  
Posted by [dolik.rce](#) on Tue, 24 Nov 2009 07:00:39 GMT  
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nixnix wrote on Tue, 24 November 2009 05:08Ok I just made a new Core Console project and copied and pasted the code from the ConsoleDraw example into the provided header and then deleted the main function in the cpp file.

It doesn't link. There are tons of errors saying that there are missing functions (which is what I'm seeing with my own project). Has anyone else managed to build that code under Linux please?

Nick

Hi Nick,

Silly question: Did you add the Painter, RichText, PDFDraw and plugin/png into your newly created package?

Can you build the ConsoleDraw as it is, without copying into your project? I've just tried (under Linux) and it works fine.

Regards  
Honza

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