Subject: header file problem
Posted by nlneilson on Wed, 27 Jan 2010 04:52:42 GMT
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I am having a problem with a header file.

```
#ifndef _ConnSock_ConnSock_h_
#define _ConnSock_ConnSock_h_

#include <Web/Web.h>

using namespace Upp;

String Request(const String& r)
{
 Socket s;
 if(!ClientSocket(s, CommandLine().GetCount() ? CommandLine()[0] : "127.0.0.1", 5024)) {
  Cout() << "Unable to connect to server!\n";
  SetExitCode(1);
  return Null;
 }
 s.Write(r + '\n');
 String st = s.ReadUntil('\n');
 Cout() << "st " << st << '\n';
 return s.ReadUntil('\n');
}
#endif
```

This is from a Socket example. It worked fine as an app.
I removed the main and added the top 2 and the last lines.
My main.cpp has #include "ConnSock.h"
This is the errors:

```
main.obj : error LNK2019: unresolved external symbol "public: class Upp::String __thiscall
Upp::Socket::R
 eadUntil(char,int,int)" (?<a href="mailto:ReadUntil@Socket"
target="_blank">ReadUntil@Socket</a>@Upp@@QAE?<a href="mailto:AVString@2"
target="_blank">AVString@2</a><a href="mailto:>@DHH" target="_blank">>@DHH</a>@Z)
referenced in function "class U
 pp::String __cdecl Request(class Upp::String const &)"
(?Request@@YA?AVString@Upp@@ABV12@@Z)
main.obj : error LNK2019: unresolved external symbol "bool __cdecl Upp::ClientSocket(class
Upp::Socket &,
 char const *,int,bool,unsigned long *,int,bool)" (?ClientSocket@Upp@@YA_<a
href="mailto:NAAVSocket@1" target="_blank">NAAVSocket@1</a>@PBDH_NPAKH2@Z) r
 eferenced in function "class Upp::String __cdecl Request(class Upp::String const &)"
(?Request@@YA?AV
 String@Upp@@ABV12@@Z)
```

main.obj : error LNK2019: unresolved external symbol "public: int __thiscall Upp::Socket::WriteWait(char
 const *,int,int)" (?WriteWait@Socket@Upp@@QAEHPBDHH@Z) referenced in function "public: void __thiscal
 l Upp::Socket::Write(char const *,int)" (?Write@Socket@Upp@@QAEXPBDH@Z)
C:\upp\out\MSC9.Debug.Debug_full.Gui\Neilson1.exe : fatal error LNK1120: 3 unresolved externals

It has been several years since I worked with C++.
I don't know if this is a basic C++ problem or if it is specific to U++.

edit: I created a directory under c:\upp\Neilson and have Neilson1 and SocketClient. When I pull up SocketClient it works fine. When I pull up Neilson1 that app works fine until #include "ConnSock.h" is added. TheIDE sees the ConnSock.h
Since the externals work with SocketClient.cpp it must be something wrong with my ConnSock.h code.
