
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)" (?<a href="mailto:WriteWait@Socket"
target="_blank">WriteWait@Socket</a>@Upp<a href="mailto:@@QAEHPBDHH"
target="_blank">@@QAEHPBDHH</a>@Z) referenced in function "public: void __thiscall
Upp::Socket::Write(char const *,int)" (?<a href="mailto:Write@Socket"
target="_blank">Write@Socket</a>@Upp<a href="mailto:@@QAEXPBDH"
target="_blank">@@QAEXPBDH</a>@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. The IDE sees the ConnSock.h
Since the externals work with SocketClient.cpp it must be something wrong with my ConnSock.h code.
