
Subject: Re: header file problem

Posted by [nneilson](#) on Wed, 27 Jan 2010 08:15:45 GMT

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

Thanks for the help Anton.

I downloaded the ConnSock.rar, unzipped it and tried it without any changes. I get these 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 __thiscal
l 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\ConnSock.exe : fatal error LNK1120: 3 unresolved externals
```

That is strange since this code runs fine in the same directory.

```
#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');
}
```

CONSOLE_APP_MAIN

```
{
Cout() << Request("+") << '\n';
Cout() << Request("33") << '\n';
}
```

The "+" gets the location from another app (Nww) and returns the Latitude and Longitude (35.037613000,-117.968790000). All of my interaction with the Nww app is through a socket, GPS tracking, distance calculations with Vincenty, etc. I used Java before but am now porting to C++.

When I get something to work I copy it to a different location.

File Attachments

1) [SocketClient.zip](#), downloaded 272 times
