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Subject: Re: I have a problem linking a LIB  
Posted by [jerson](#) on Fri, 03 Sep 2010 06:50:50 GMT  
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Yes case 1 is just of the functions that works on the hardware. It linked ok when I tested it last time. I mostly compile in Optimal mode to get small executables. I am not yet familiar with debugging code in the IDE, so I pass on that.

As far as I can tell, something is confusing the IDE when it is trying to build. Stopping and restarting the IDE clears that confusion and the project builds. Now that is confusing me. What it means is if I change even a single line in any of the CPP files, I need to shut the IDE and restart to get a correct build / diagnosis of the problem

I was looking through the UPP sources, but it is way beyond me at this time. The thing that bothers me is why it does

BLITZ : main.cpp nidaq.cpp  
sometimes and  
main.cpp  
nidaq.cpp  
another time

Between these 2 types of compile, I face the problems. Something is getting disturbed once the file is modified which prevents the BLITZ line from coming. Perhaps that also affects the compile and build process.

I feel encouraged that you are looking at my problem. Thank you

PS: I think I may have an answer. Adding this line to NIDAQ.CPP seems to solve the problem - but I don't know why as yet

```
#include <JFControls/JFControls.h>
```

This file contains the following lines

```
#ifndef _JFControls_JFControls_h_  
#define _JFControls_JFControls_h_
```

```
#include <CtrlLib/CtrlLib.h>  
#include <Controls4U/Controls4U.h>  
#include <JFControls/MyMeter.h>  
#include <JFControls/JFslider.h>  
#include <JFControls/SlideSw.h>  
#include <JFControls/JFStaticText.h>
```

```
using namespace Upp;
```

```
#endif
```

and I traced it down to Controls4u.h It is just the file that I need to include in NIdaq.cpp for the project to compile and build.

ps2: I tracked it down to core.h that is needed for the nidaq.cpp to build and link correctly. Now I am totally confused

end ps

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