
Subject: Re: U++ and Managed c++ /clr
Posted by [conrad](#) on Mon, 07 Nov 2011 07:07:38 GMT
[View Forum Message](#) <> [Reply to Message](#)

Ok. I now have the following (using the HelloWorld example main package).
Added new package DotNetWrappers to the HelloWorld package. Only compiler option set in DotNetWrappers package is -clr.
Added CLR option to HelloWorld's Main package configuration(s).
This is the one that confused me as I don't want to turn everything into CLI.
But it looks like this "global" CLR option only invokes the -clr compiler if the package has -clr defined.

I can now build without errors but I can't run because I have lost _main.
So, how do I get _main back in?
I am getting closer don't you think
Conrad

```
----- CtrlLib ( CLR MSC10 DEBUG DEBUG_FULL BLITZ WIN32 MSC ) ( 1 / 10)
----- DotNetWrappers ( CLR MSC10 DEBUG DEBUG_FULL BLITZ WIN32 MSC ) ( 2 / 10)
----- CtrlCore ( CLR MSC10 DEBUG DEBUG_FULL BLITZ WIN32 MSC ) ( 3 / 10)
----- Draw ( CLR MSC10 DEBUG DEBUG_FULL BLITZ WIN32 MSC ) ( 4 / 10)
----- plugin/bmp ( CLR MSC10 DEBUG DEBUG_FULL BLITZ WIN32 MSC ) ( 5 / 10)
----- RichText ( CLR MSC10 DEBUG DEBUG_FULL BLITZ WIN32 MSC ) ( 6 / 10)
----- Core ( CLR MSC10 DEBUG DEBUG_FULL BLITZ WIN32 MSC ) ( 7 / 10)
----- plugin/z ( CLR MSC10 DEBUG DEBUG_FULL BLITZ WIN32 MSC ) ( 8 / 10)
----- plugin/png ( CLR MSC10 DEBUG DEBUG_FULL BLITZ WIN32 MSC ) ( 9 / 10)
----- HelloWorld ( CLR MAIN MSC10 DEBUG DEBUG_FULL BLITZ WIN32 MSC ) ( 10 / 10)
```

Linking...

MSVCRTD.lib(crte_xe.obj) : error LNK2019: unresolved external symbol _main referenced in function __tmainCRTStartup

E:\upp\out\examples\MSC10.Clr.Debug.Debug_Full\HelloWorld.exe : fatal error LNK1120: 1 unresolved externals
