
Subject: Re: Running a CtrlLib application "headless"
Posted by [nixnixnix](#) on Thu, 27 Dec 2012 04:25:01 GMT
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Hi Mirek,

Sorry for the delay in getting back to you but I broke my Linux VM and had to set everything up again.

I am back to being able to build and run all variants of my software in the Ubuntu 64 based version of Mint Linux apart from the headless build which gives me the following link errors

```
----- OpenWind ( MT OCOE PRO AC CLIENT_MIT HEADLESS RAINBOW SKELETON NOGTK
MAIN GCC SHARED LINUX POSIX ) ( 26 / 26 )
Linking...
/home/nick/.upp/_out/trunk/CtrlCore/GCC.Ac.Client_Mit.Headless.Mt.Nogtk.Ocoe.Pro.Rainbow.Sh
ared.Skeleton/CtrlCore.a(DrawX11.o): In function `Upp::BackDraw::Destroy()':
DrawX11.cpp:(.text._ZN3Upp8BackDraw7DestroyEv+0x1b): undefined reference to
`XftDrawDestroy'
/home/nick/.upp/_out/trunk/CtrlCore/GCC.Ac.Client_Mit.Headless.Mt.Nogtk.Ocoe.Pro.Rainbow.Sh
ared.Skeleton/CtrlCore.a(DrawX11.o): In function `Upp::SetClip(_XGC*, _XftDraw*,
Upp::Vector<Upp::Rect_<int> > const&)':
DrawX11.cpp:(.text._ZN3Upp7SetClipEP4_XGCP8_XftDrawRKNS_6VectorINS_5Rect_IIEEEE+0
x96): undefined reference to `XftDrawSetClipRectangles'
/home/nick/.upp/_out/trunk/CtrlCore/GCC.Ac.Client_Mit.Headless.Mt.Nogtk.Ocoe.Pro.Rainbow.Sh
ared.Skeleton/CtrlCore.a(DrawX11.o): In function `Upp::BackDraw::Create(Upp::SystemDraw&,
int, int)':
DrawX11.cpp:(.text._ZN3Upp8BackDraw6CreateERNS_10SystemDrawEii+0x9d): undefined
reference to `XftDrawCreate'
/home/nick/.upp/_out/trunk/CtrlCore/GCC.Ac.Client_Mit.Headless.Mt.Nogtk.Ocoe.Pro.Rainbow.Sh
ared.Skeleton/CtrlCore.a(DrawTextX11.o): In function `Upp::CreateXftFont(Upp::Font, int)':
DrawTextX11.cpp:(.text._ZN3Upp13CreateXftFontENS_4FontEi+0x15b): undefined reference to
`XftFontMatch'
DrawTextX11.cpp:(.text._ZN3Upp13CreateXftFontENS_4FontEi+0x27a): undefined reference to
`XftFontOpenPattern'
/home/nick/.upp/_out/trunk/CtrlCore/GCC.Ac.Client_Mit.Headless.Mt.Nogtk.Ocoe.Pro.Rainbow.Sh
ared.Skeleton/CtrlCore.a(DrawTextX11.o): In function `Upp::GetXftFont(Upp::XftEntry*,
Upp::Font, int)':
DrawTextX11.cpp:(.text._ZN3Upp10GetXftFontEPNS_8XftEntryENS_4FontEi+0x1c2): undefined
reference to `XftFontClose'
/home/nick/.upp/_out/trunk/CtrlCore/GCC.Ac.Client_Mit.Headless.Mt.Nogtk.Ocoe.Pro.Rainbow.Sh
ared.Skeleton/CtrlCore.a(DrawTextX11.o): In function `Upp::SystemDraw::DrawTextOp(int, int,
int, unsigned short const*, U
pp::Font, Upp::Color, int, int const*)':
DrawTextX11.cpp:(.text._ZN3Upp10SystemDraw10DrawTextOpEiiiPKtNS_4FontENS_5ColorEiP
Ki+0x391): undefined reference to `XftDrawString16'
DrawTextX11.cpp:(.text._ZN3Upp10SystemDraw10DrawTextOpEiiiPKtNS_4FontENS_5ColorEiP
```

Ki+0x564): undefined reference to `XftDrawCharSpec'

DrawTextX11.cpp:(.text._ZN3Upp10SystemDraw10DrawTextOpEiiiPKtNS_4FontENS_5ColorEiPKi+0x5a2): undefined reference to `XftDrawString16'

/home/nick/.upp/_out/trunk/CtrlCore/GCC.Ac.Client_Mit.Headless.Mt.Nogtk.Ocoe.Pro.Rainbow.Shared.Skeleton/CtrlCore.a(DrawTextX11.o): In function `Upp::XftGetGlyphInfoSys(Upp::Font, int)': DrawTextX11.cpp:(.text.\_ZN3Upp18XftGetGlyphInfoSysENS\_4FontEi+0x2a): undefined reference to `XftTextExtents16'

/home/nick/.upp/_out/trunk/CtrlCore/GCC.Ac.Client_Mit.Headless.Mt.Nogtk.Ocoe.Pro.Rainbow.Shared.Skeleton/CtrlCore.a(ImageX11.o): In function `Upp::SetSurface(Upp::SystemDraw&, int, int, int, int, Upp::RGBA const*)':

ImageX11.cpp:(.text._ZN3Upp10SetSurfaceERNS_10SystemDrawEiiiiPKNS_4RGBAE+0x55): undefined reference to `XRenderFindStandardFormat'

ImageX11.cpp:(.text._ZN3Upp10SetSurfaceERNS_10SystemDrawEiiiiPKNS_4RGBAE+0x6c): undefined reference to `XRenderCreatePicture'

ImageX11.cpp:(.text._ZN3Upp10SetSurfaceERNS_10SystemDrawEiiiiPKNS_4RGBAE+0x160): undefined reference to `XftDrawPicture'

ImageX11.cpp:(.text._ZN3Upp10SetSurfaceERNS_10SystemDrawEiiiiPKNS_4RGBAE+0x1aa): undefined reference to `XRenderComposite'

ImageX11.cpp:(.text._ZN3Upp10SetSurfaceERNS_10SystemDrawEiiiiPKNS_4RGBAE+0x1bb): undefined reference to `XRenderFreePicture'

/home/nick/.upp/_out/trunk/CtrlCore/GCC.Ac.Client_Mit.Headless.Mt.Nogtk.Ocoe.Pro.Rainbow.Shared.Skeleton/CtrlCore.a(ImageX11.o): In function `Upp::ImageSysData::~~ImageSysData()': ImageX11.cpp:(.text.\_ZN3Upp12ImageSysDataD2Ev+0x48): undefined reference to `XRenderFreePicture'

ImageX11.cpp:(.text._ZN3Upp12ImageSysDataD2Ev+0x56): undefined reference to `XRenderFreePicture'

/home/nick/.upp/_out/trunk/CtrlCore/GCC.Ac.Client_Mit.Headless.Mt.Nogtk.Ocoe.Pro.Rainbow.Shared.Skeleton/CtrlCore.a(ImageX11.o): In function `Upp::SystemDraw::CursorX11(Upp::Image const&)':

ImageX11.cpp:(.text._ZN3Upp10SystemDraw9CursorX11ERKNS_5ImageE+0x7d): undefined reference to `XRenderFindStandardFormat'

ImageX11.cpp:(.text._ZN3Upp10SystemDraw9CursorX11ERKNS_5ImageE+0x94): undefined reference to `XRenderCreatePicture'

ImageX11.cpp:(.text._ZN3Upp10SystemDraw9CursorX11ERKNS_5ImageE+0x1dc): undefined reference to `XRenderCreateCursor'

ImageX11.cpp:(.text._ZN3Upp10SystemDraw9CursorX11ERKNS_5ImageE+0x1ee): undefined reference to `XRenderFreePicture'

/home/nick/.upp/_out/trunk/CtrlCore/GCC.Ac.Client_Mit.Headless.Mt.Nogtk.Ocoe.Pro.Rainbow.Shared.Skeleton/CtrlCore.a(ImageX11.o): In function `Upp::ImageSysData::Paint(Upp::SystemDraw&, int, int, Upp::Rect<int> const&, Upp::Color)':

ImageX11.cpp:(.text._ZN3Upp12ImageSysData5PaintERNS_10SystemDrawEiiRKNS_5Rect_liENS_5ColorE+0x1e5): undefined reference to `XRenderFindStandardFormat'

ImageX11.cpp:(.text._ZN3Upp12ImageSysData5PaintERNS_10SystemDrawEiiRKNS_5Rect_liENS_5ColorE+0x1fc): undefined reference to `XRenderCreatePicture'

ImageX11.cpp:(.text._ZN3Upp12ImageSysData5PaintERNS_10SystemDrawEiiRKNS_5Rect_liENS_5ColorE+0x342): undefined reference to `XftDrawPicture'

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ImageX11.cpp:(.text._ZN3Upp12ImageSysData5PaintERNS_10SystemDrawEiiRKNS_5Rect_liENS_5ColorE+0x392): undefined reference to `XRenderComposite'
ImageX11.cpp:(.text._ZN3Upp12ImageSysData5PaintERNS_10SystemDrawEiiRKNS_5Rect_liENS_5ColorE+0x3df): undefined reference to `XRenderFindStandardFormat'
ImageX11.cpp:(.text._ZN3Upp12ImageSysData5PaintERNS_10SystemDrawEiiRKNS_5Rect_liENS_5ColorE+0x3f8): undefined reference to `XRenderCreatePicture'
ImageX11.cpp:(.text._ZN3Upp12ImageSysData5PaintERNS_10SystemDrawEiiRKNS_5Rect_liENS_5ColorE+0x558): undefined reference to `XftDrawPicture'
ImageX11.cpp:(.text._ZN3Upp12ImageSysData5PaintERNS_10SystemDrawEiiRKNS_5Rect_liENS_5ColorE+0x5ac): undefined reference to `XRenderFreePicture'
ImageX11.cpp:(.text._ZN3Upp12ImageSysData5PaintERNS_10SystemDrawEiiRKNS_5Rect_liENS_5ColorE+0x5f5): undefined reference to `XRenderFindStandardFormat'
ImageX11.cpp:(.text._ZN3Upp12ImageSysData5PaintERNS_10SystemDrawEiiRKNS_5Rect_liENS_5ColorE+0x625): undefined reference to `XRenderCreatePicture'
ImageX11.cpp:(.text._ZN3Upp12ImageSysData5PaintERNS_10SystemDrawEiiRKNS_5Rect_liENS_5ColorE+0x6ca): undefined reference to `XRenderFillRectangle'
/home/nick/.upp/_out/trunk/CtrlCore/GCC.Ac.Client_Mit.Headless.Mt.Nogtk.Ocoe.Pro.Rainbow.Shared.Skeleton/CtrlCore.a(ImageX11.o): In function `Upp::ImageDraw::~ImageDraw()':
ImageX11.cpp:(.text._ZN3Upp9ImageDrawD2Ev+0x17): undefined reference to `XftDrawDestroy'
ImageX11.cpp:(.text._ZN3Upp9ImageDrawD2Ev+0x43): undefined reference to `XftDrawDestroy'
/home/nick/.upp/_out/trunk/CtrlCore/GCC.Ac.Client_Mit.Headless.Mt.Nogtk.Ocoe.Pro.Rainbow.Shared.Skeleton/CtrlCore.a(ImageX11.o): In function `Upp::ImageDraw::Init()':
ImageX11.cpp:(.text._ZN3Upp9ImageDraw4InitEv+0x8e): undefined reference to `XftDrawCreate'
ImageX11.cpp:(.text._ZN3Upp9ImageDraw4InitEv+0x120): undefined reference to `XftDrawCreate'
/home/nick/.upp/_out/trunk/CtrlCore/GCC.Ac.Client_Mit.Headless.Mt.Nogtk.Ocoe.Pro.Rainbow.Shared.Skeleton/CtrlCore.a(X11Wnd.o): In function `Upp::Ctrl::DoPaint(Upp::Vector<Upp::Rect_<int> > const&)':
X11Wnd.cpp:(.text._ZN3Upp4Ctrl7DoPaintERKNS_6VectorINS_5Rect_liEEEE+0x75): undefined reference to `XftDrawCreate'
X11Wnd.cpp:(.text._ZN3Upp4Ctrl7DoPaintERKNS_6VectorINS_5Rect_liEEEE+0xc9): undefined reference to `XftDrawDestroy'
/home/nick/.upp/_out/trunk/CtrlCore/GCC.Ac.Client_Mit.Headless.Mt.Nogtk.Ocoe.Pro.Rainbow.Shared.Skeleton/CtrlCore.a(X11Wnd.o): In function `Upp::ViewDraw::ViewDraw(Upp::Ctrl*)':
X11Wnd.cpp:(.text._ZN3Upp8ViewDrawC2EPNS_4CtrlE+0xff): undefined reference to `XftDrawCreate'
collect2: error: ld returned 1 exit status

```

There were errors. (0:02.49)

It's entirely possible that I don't really understand what Skeleton is designed to do. I am trying to use it to take a GUI app and enable it to run in batch mode on cloud nodes which do not have video cards merely by replacing GUI_APP_MAIN with CONSOLE_APP_MAIN.

Can I still call TopWindow constructors and member functions in the code? Does Skeleton make these harmless or do I need to do more to make my code Skeleton friendly?

I took a look at uppweb but I don't really get what it is doing. It is very different to my starting point.

Cheers,

Nick
