Subject: Linking error again
Posted by idkfa46 on Sat, 01 Jun 2013 10:58:46 GMT
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Hi guys,
this morning I compiled my app and I received the following linking error:

Linking...
$blitz.obj : error LNK2001: simbolo esterno "public: class Upp::Ctrl & __thiscall Upp::Ctrl::SizePos(void)" (?SizePos@Ctrl@Upp@@QAEAAV12@XZ) non riso
 lto
$blitz.obj : error LNK2001: simbolo esterno "public: class Upp::Ctrl & __thiscall Upp::Ctrl::SizePos(void)" (?SizePos@Ctrl@Upp@@QAEAAV12@XZ) non riso
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 lto
$blitz.obj : error LNK2019: riferimento al simbolo esterno "public: class Upp::Ctrl & __thiscall Upp::Ctrl::SizePos(void)" (?SizePos@Ctrl@Upp@@QAEAAV
 12@XZ) non risolto nella funzione "public: __thiscall STActrl::STActrl(void)" (??0STActrl@@QAE@XZ)
$blitz.obj : error LNK2001: simbolo esterno "public: class Upp::Ctrl & __thiscall Upp::Ctrl::SizePos(void)" (?SizePos@Ctrl@Upp@@QAEAAV12@XZ) non riso
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$blitz.obj : error LNK2001: simbolo esterno "public: class Upp::Ctrl & __thiscall Upp::Ctrl::SizePos(void)" (?SizePos@Ctrl@Upp@@QAEAAV12@XZ) non riso
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$blitz.obj : error LNK2001: simbolo esterno "public: class Upp::Ctrl & __thiscall Upp::Ctrl::SizePos(void)" (?SizePos@Ctrl@Upp@@QAEAAV12@XZ) non riso
 lto
$blitz.obj : error LNK2001: simbolo esterno "public: class Upp::Ctrl & __thiscall Upp::Ctrl::AddFrame(class Upp::CtrlFrame &)" (?AddFrame@Ctrl@Upp@@Q
 AEAAV12@AAVCtrlFrame@2@@Z) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: class Upp::Ctrl & __thiscall Upp::Ctrl::AddFrame(class Upp::CtrlFrame &)" (?AddFrame@Ctrl@Upp@@Q
 AEAAV12@AAVCtrlFrame@2@@Z) non risolto
$blitz.obj : error LNK2019: riferimento al simbolo esterno "public: class Upp::Ctrl & __thiscall Upp::Ctrl::AddFrame(class Upp::CtrlFrame &)" (?AddFr
 ame@Ctrl@Upp@@QAEAAV12@AAVCtrlFrame@2@@Z) non risolto nella funzione "public: __thiscall STActrl::STActrl(void)" (??0STActrl@@QAE@XZ)
$blitz.obj : error LNK2001: simbolo esterno "public: class Upp::Ctrl & __thiscall Upp::Ctrl::AddFrame(class Upp::CtrlFrame &)" (?AddFrame@Ctrl@Upp@@Q
 AEAAV12@AAVCtrlFrame@2@@Z) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: class Upp::Ctrl & __thiscall Upp::Ctrl::AddFrame(class Upp::CtrlFrame &)" (?AddFrame@Ctrl@Upp@@Q
 AEAAV12@AAVCtrlFrame@2@@Z) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: class Upp::Ctrl & __thiscall

Upp::Ctrl::AddFrame(class Upp::CtrlFrame &)" (?AddFrame@Ctrl@Upp@@Q
AEAAV12@AAVCtrlFrame@2@@Z) non risolto
$blitz.obj : error LNK2019: riferimento al simbolo esterno "public: class Upp::TopWindow &
__thiscall Upp::TopWindow::Sizeable(bool)" (?Sizeable@TopW
indow@Upp@@QAEAAV12@_N@Z) non risolto nella funzione "public: __thiscall
STActrl::STActrl(void)" (??0STActrl@@QAE@XZ)
$blitz.obj : error LNK2001: simbolo esterno "public: class Upp::TopWindow & __thiscall
Upp::TopWindow::Sizeable(bool)" (?Sizeable@TopWindow@Upp@@QAEA
AV12@_N@Z) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: class Upp::TopWindow & __thiscall
Upp::TopWindow::Sizeable(bool)" (?Sizeable@TopWindow@Upp@@QAEA
AV12@_N@Z) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: class Upp::TopWindow & __thiscall
Upp::TopWindow::Sizeable(bool)" (?Sizeable@TopWindow@Upp@@QAEA
AV12@_N@Z) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall
Upp::Ctrl::NcCreate(struct HWND__ *)" (?NcCreate@Ctrl@Upp@@UAEXPAUHWND__
@@@Z) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall
Upp::Ctrl::NcCreate(struct HWND__ *)" (?NcCreate@Ctrl@Upp@@UAEXPAUHWND__
@@@Z) non risolto
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@@@Z) non risolto
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Upp::Ctrl::NcCreate(struct HWND__ *)" (?NcCreate@Ctrl@Upp@@UAEXPAUHWND__
@@@Z) non risolto
$blitz.obj : error LNK2019: riferimento al simbolo esterno "public: virtual void __thiscall
Upp::Ctrl::NcCreate(struct HWND__ *)" (?NcCreate@Ctrl@Upp
@@UAEXPAUHWND__@@@Z) non risolto nella funzione "private: class Upp::String __thiscall
Pressoflessione::Pressoflessioneqtf(void)" (?Pressoflessioneqt
f@Pressoflessione@@AAE?AVString@Upp@@XZ)
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall
Upp::Ctrl::NcCreate(struct HWND__ *)" (?NcCreate@Ctrl@Upp@@UAEXPAUHWND__
@@@Z) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall
Upp::Ctrl::NcDestroy(void)" (?NcDestroy@Ctrl@Upp@@UAEXXZ) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall
Upp::Ctrl::NcDestroy(void)" (?NcDestroy@Ctrl@Upp@@UAEXXZ) non risolto

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Upp::Ctrl::NcDestroy(void)" (?NcDestroy@Ctrl@Upp@@UAEXXZ)
  non risolto nella funzione "private: class Upp::String __thiscall
Pressoflessione::Pressoflessioneqtf(void)" (?Pressoflessioneqtf@Pressoflessione@@A
 AE?AVString@Upp@@XZ)
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall
Upp::Ctrl::NcDestroy(void)" (?NcDestroy@Ctrl@Upp@@UAEXXZ) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall
Upp::Ctrl::PreDestroy(void)" (?PreDestroy@Ctrl@Upp@@UAEXXZ) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall
Upp::Ctrl::PreDestroy(void)" (?PreDestroy@Ctrl@Upp@@UAEXXZ) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall
Upp::Ctrl::PreDestroy(void)" (?PreDestroy@Ctrl@Upp@@UAEXXZ) non risolto
$blitz.obj : error LNK2019: riferimento al simbolo esterno "public: virtual void __thiscall
Upp::Ctrl::PreDestroy(void)" (?PreDestroy@Ctrl@Upp@@UAEXX
 Z) non risolto nella funzione "private: void __thiscall Upp::Report::StartPage(int)"
(?StartPage@Report@Upp@@AAEXH@Z)
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall
Upp::Ctrl::PreDestroy(void)" (?PreDestroy@Ctrl@Upp@@UAEXXZ) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall
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$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall
Upp::Ctrl::PreDestroy(void)" (?PreDestroy@Ctrl@Upp@@UAEXXZ) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual long __thiscall
Upp::TopWindow::WindowProc(unsigned int,unsigned int,long)" (?WindowProc
 @TopWindow@Upp@@UAEJIIJ@Z) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual long __thiscall
Upp::TopWindow::WindowProc(unsigned int,unsigned int,long)" (?WindowProc
 @TopWindow@Upp@@UAEJIIJ@Z) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual long __thiscall
Upp::TopWindow::WindowProc(unsigned int,unsigned int,long)" (?WindowProc
 @TopWindow@Upp@@UAEJIIJ@Z) non risolto
$blitz.obj : error LNK2019: riferimento al simbolo esterno "public: virtual long __thiscall
Upp::TopWindow::WindowProc(unsigned int,unsigned int,long

)" (?WindowProc@TopWindow@Upp@@UAEJIIJ@Z) non risolto nella funzione "public:
__thiscall ImpostazioniCtrl::ImpostazioniCtrl(class Impostazioni &)" (?
?0ImpostazioniCtrl@@QAE@AAVImpostazioni@@@Z)
$blitz.obj : error LNK2001: simbolo esterno "public: virtual long __thiscall
Upp::TopWindow::WindowProc(unsigned int,unsigned int,long)" (?WindowProc
@TopWindow@Upp@@UAEJIIJ@Z) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual bool __thiscall
Upp::TopWindow::Accept(void)" (?Accept@TopWindow@Upp@@UAE_NXZ) non risol
to
$blitz.obj : error LNK2001: simbolo esterno "public: virtual bool __thiscall
Upp::TopWindow::Accept(void)" (?Accept@TopWindow@Upp@@UAE_NXZ) non risol
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Upp::TopWindow::Accept(void)" (?Accept@TopWindow@Upp@@UAE_NXZ) non risol
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$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall
Upp::TopWindow::Reject(void)" (?Reject@TopWindow@Upp@@UAEXXZ) non risolt
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Upp::TopWindow::Reject(void)" (?Reject@TopWindow@Upp@@UAEXXZ) non risolt
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Upp::TopWindow::Reject(void)" (?Reject@TopWindow@Upp@@UAEXXZ) non risolt
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Upp::TopWindow::Reject(void)" (?Reject@TopWindow@Upp@@UAEXXZ) non risolt
o
$blitz.obj : error LNK2019: riferimento al simbolo esterno "public: virtual void __thiscall
Upp::Ctrl::SetData(class Upp::Value const &)" (?SetData@C
trl@Upp@@UAEXABVValue@2@@Z) non risolto nella funzione "public: void __thiscall
Johansen::legnoacciaio2PTALA(void)" (?legnoacciaio2PTALA@Johansen@@QA
EXXZ)
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall Upp::Ctrl::SetData(class
Upp::Value const &)" (?SetData@Ctrl@Upp@@UAEXAB
VValue@2@@Z) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall Upp::Ctrl::SetData(class
Upp::Value const &)" (?SetData@Ctrl@Upp@@UAEXAB
VValue@2@@Z) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall Upp::Ctrl::SetData(class

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Upp::Value const &)" (?SetData@Ctrl@Upp@@UAEXAB
 VValue@2@@Z) non risolto
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 VValue@2@@Z) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual class Upp::Value __thiscall
Upp::Ctrl::GetData(void)const " (?GetData@Ctrl@Upp@@UBE?AVVa
 lue@2@XZ) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual class Upp::Value __thiscall
Upp::Ctrl::GetData(void)const " (?GetData@Ctrl@Upp@@UBE?AVVa
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Upp::Ctrl::GetData(void)const " (?GetData@Ctrl@Upp@@UBE?AVVa
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Upp::Ctrl::GetData(void)const " (?GetData@Ctrl@Upp@@UBE?AVVa
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Upp::Ctrl::GetData(void)const " (?GetData@Ctrl@Upp@@UBE?AVVa
 lue@2@XZ) non risolto
$blitz.obj : error LNK2019: riferimento al simbolo esterno "public: virtual class Upp::Value
__thiscall Upp::Ctrl::GetData(void)const " (?GetData@Ctr
 l@Upp@@UBE?AVValue@2@XZ) non risolto nella funzione "private: class Upp::String
__thiscall Pressoflessione::Pressoflessioneqtf(void)" (?Pressoflessio
 neqtf@Pressoflessione@@AAE?AVString@Upp@@XZ)
$blitz.obj : error LNK2001: simbolo esterno "public: virtual class Upp::Value __thiscall
Upp::Ctrl::GetData(void)const " (?GetData@Ctrl@Upp@@UBE?AVVa
 lue@2@XZ) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall Upp::Ctrl::Serialize(class
Upp::Stream &)" (?Serialize@Ctrl@Upp@@UAEXAAV
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 Stream@2@@Z) non risolto
$blitz.obj : error LNK2019: riferimento al simbolo esterno "public: virtual void __thiscall
Upp::Ctrl::Serialize(class Upp::Stream &)" (?Serialize@Ct
 rl@Upp@@UAEXAAVStream@2@@Z) non risolto nella funzione "public: __thiscall
Upp::GridCtrl::GridCtrl(void)" (??0GridCtrl@Upp@@QAE@XZ)
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall Upp::Ctrl::Serialize(class
Upp::Stream &)" (?Serialize@Ctrl@Upp@@UAEXAAV
 Stream@2@@Z) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall Upp::Ctrl::Serialize(class
Upp::Stream &)" (?Serialize@Ctrl@Upp@@UAEXAAV
 Stream@2@@Z) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall Upp::Ctrl::Serialize(class
Upp::Stream &)" (?Serialize@Ctrl@Upp@@UAEXAAV
 Stream@2@@Z) non risolto
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Upp::Stream &)" (?Serialize@Ctrl@Upp@@UAEXAAV
 Stream@2@@Z) non risolto
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Upp::Stream &)" (?Serialize@Ctrl@Upp@@UAEXAAV
 Stream@2@@Z) non risolto
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Upp::Stream &)" (?Serialize@Ctrl@Upp@@UAEXAAV
 Stream@2@@Z) non risolto
$blitz.obj : error LNK2019: riferimento al simbolo esterno "public: virtual void __thiscall
Upp::Ctrl::Jsonize(class Upp::JsonIO &)" (?Jsonize@Ctrl@U
 pp@@UAEXAAVJsonIO@2@@Z) non risolto nella funzione
__ehhandler$?legnoacciaio2PTALA@Johansen@@QAEXXZ
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall Upp::Ctrl::Jsonize(class
Upp::JsonIO &)" (?Jsonize@Ctrl@Upp@@UAEXAAVJson
 IO@2@@Z) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall Upp::Ctrl::Jsonize(class
Upp::JsonIO &)" (?Jsonize@Ctrl@Upp@@UAEXAAVJson
 IO@2@@Z) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall Upp::Ctrl::Jsonize(class
Upp::JsonIO &)" (?Jsonize@Ctrl@Upp@@UAEXAAVJson
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 IO@2@@Z) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall Upp::Ctrl::Jsonize(class
Upp::JsonIO &)" (?Jsonize@Ctrl@Upp@@UAEXAAVJson
 IO@2@@Z) non risolto
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IO@2@@Z) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall Upp::Ctrl::Xmlize(class Upp::XmlIO &)" (?Xmlize@Ctrl@Upp@@UAEXAAVXmlIO@2
@@Z) non risolto
$blitz.obj : error LNK2019: riferimento al simbolo esterno "public: virtual void __thiscall Upp::Ctrl::Xmlize(class Upp::XmlIO &)" (?Xmlize@Ctrl@Upp@
@UAEXAAVXmlIO@2@@Z) non risolto nella funzione "public: __thiscall Upp::GridCtrl::GridCtrl(void)" (??0GridCtrl@Upp@@QAE@XZ)
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall Upp::Ctrl::Xmlize(class Upp::XmlIO &)" (?Xmlize@Ctrl@Upp@@UAEXAAVXmlIO@2
@@Z) non risolto
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@@Z) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall Upp::Ctrl::Xmlize(class Upp::XmlIO &)" (?Xmlize@Ctrl@Upp@@UAEXAAVXmlIO@2
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@@Z) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall Upp::Ctrl::Xmlize(class Upp::XmlIO &)" (?Xmlize@Ctrl@Upp@@UAEXAAVXmlIO@2
@@Z) non risolto
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@@Z) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall Upp::Ctrl::SetModify(void)" (?SetModify@Ctrl@Upp@@UAEXXZ) non risolto
$blitz.obj : error LNK2019: riferimento al simbolo esterno "public: virtual void __thiscall Upp::Ctrl::SetModify(void)" (?SetModify@Ctrl@Upp@@UAEXXZ)
non risolto nella funzione "public: void __thiscall Upp::GridCtrl::StdToolBar(class Upp::Bar &)" (?StdToolBar@GridCtrl@Upp@@QAEXAAVBar@2@@Z)
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall Upp::Ctrl::SetModify(void)" (?SetModify@Ctrl@Upp@@UAEXXZ) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall Upp::Ctrl::SetModify(void)" (?SetModify@Ctrl@Upp@@UAEXXZ) non risolto
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$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall Upp::Ctrl::SetModify(void)" (?SetModify@Ctrl@Upp@@UAEXXZ) non risolto

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Upp::Ctrl::SetModify(void)" (?SetModify@Ctrl@Upp@@UAEXXZ) non risolto
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Upp::Ctrl::SetModify(void)" (?SetModify@Ctrl@Upp@@UAEXXZ) non risolto
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Upp::Ctrl::SetModify(void)" (?SetModify@Ctrl@Upp@@UAEXXZ) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall
Upp::Ctrl::ClearModify(void)" (?ClearModify@Ctrl@Upp@@UAEXXZ) non risolt
 o
$blitz.obj : error LNK2019: riferimento al simbolo esterno "public: virtual void __thiscall
Upp::Ctrl::ClearModify(void)" (?ClearModify@Ctrl@Upp@@UAE
 XXZ) non risolto nella funzione "public: void __thiscall Upp::GridCtrl::StdToolBar(class Upp::Bar
&)" (?StdToolBar@GridCtrl@Upp@@QAEXAAVBar@2@@Z)
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall
Upp::Ctrl::ClearModify(void)" (?ClearModify@Ctrl@Upp@@UAEXXZ) non risolt
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$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall
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$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall
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$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall
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$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall
Upp::Ctrl::ClearModify(void)" (?ClearModify@Ctrl@Upp@@UAEXXZ) non risolt
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$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall
Upp::Ctrl::ClearModify(void)" (?ClearModify@Ctrl@Upp@@UAEXXZ) non risolt
 o
$blitz.obj : error LNK2001: simbolo esterno "public: virtual bool __thiscall
Upp::Ctrl::IsModified(void)const " (?IsModified@Ctrl@Upp@@UBE_NXZ) non r
 isolto
$blitz.obj : error LNK2019: riferimento al simbolo esterno "public: virtual bool __thiscall
Upp::Ctrl::IsModified(void)const " (?IsModified@Ctrl@Upp@
 @UBE_NXZ) non risolto nella funzione "public: void __thiscall Upp::GridCtrl::StdToolBar(class
Upp::Bar &)" (?StdToolBar@GridCtrl@Upp@@QAEXAAVBar@2@@Z
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$blitz.obj : error LNK2001: simbolo esterno "public: virtual bool __thiscall
Upp::Ctrl::IsModified(void)const " (?IsModified@Ctrl@Upp@@UBE_NXZ) non r
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Upp::Ctrl::IsModified(void)const " (?IsModified@Ctrl@Upp@@UBE_NXZ) non r
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Upp::Ctrl::IsModified(void)const " (?IsModified@Ctrl@Upp@@UBE_NXZ) non r
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Upp::Ctrl::IsModified(void)const " (?IsModified@Ctrl@Upp@@UBE_NXZ) non r
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Upp::Ctrl::IsModified(void)const " (?IsModified@Ctrl@Upp@@UBE_NXZ) non r
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$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall
Upp::TopWindow::Paint(class Upp::Draw &)" (?Paint@TopWindow@Upp@@UAEXAAV
 Draw@2@@Z) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall
Upp::TopWindow::Paint(class Upp::Draw &)" (?Paint@TopWindow@Upp@@UAEXAAV
 Draw@2@@Z) non risolto
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Upp::TopWindow::Paint(class Upp::Draw &)" (?Paint@TopWindow@Upp@@UAEXAAV
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Upp::Ctrl::OverPaint(void)const " (?OverPaint@Ctrl@Upp@@UBEHXZ) non risol
 to
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Upp::Ctrl::OverPaint(void)const " (?OverPaint@Ctrl@Upp@@UB
 EHXZ) non risolto nella funzione "public: void __thiscall Upp::GridCtrl::StdToolBar(class Upp::Bar
&)" (?StdToolBar@GridCtrl@Upp@@QAEXAAVBar@2@@Z)
$blitz.obj : error LNK2001: simbolo esterno "public: virtual int __thiscall
Upp::Ctrl::OverPaint(void)const " (?OverPaint@Ctrl@Upp@@UBEHXZ) non risol
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Upp::Ctrl::OverPaint(void)const " (?OverPaint@Ctrl@Upp@@UBEHXZ) non risol
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Upp::Ctrl::OverPaint(void)const " (?OverPaint@Ctrl@Upp@@UBEHXZ) non risol
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$blitz.obj : error LNK2001: simbolo esterno "public: virtual int __thiscall
Upp::Ctrl::OverPaint(void)const " (?OverPaint@Ctrl@Upp@@UBEHXZ) non risol
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Upp::Ctrl::OverPaint(void)const " (?OverPaint@Ctrl@Upp@@UBEHXZ) non risol
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Upp::Ctrl::OverPaint(void)const " (?OverPaint@Ctrl@Upp@@UBEHXZ) non risol
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$blitz.obj : error LNK2001: simbolo esterno "public: virtual int __thiscall
Upp::Ctrl::OverPaint(void)const " (?OverPaint@Ctrl@Upp@@UBEHXZ) non risol
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$blitz.obj : error LNK2019: riferimento al simbolo esterno "public: virtual void __thiscall
Upp::Ctrl::CancelMode(void)" (?CancelMode@Ctrl@Upp@@UAEXX
 Z) non risolto nella funzione "public: double __thiscall Chiodi::fhk(bool,double,double)"
(?fhk@Chiodi@@QAEN_NNN@Z)
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall
Upp::Ctrl::CancelMode(void)" (?CancelMode@Ctrl@Upp@@UAEXXZ) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall
Upp::Ctrl::CancelMode(void)" (?CancelMode@Ctrl@Upp@@UAEXXZ) non risolto
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Upp::Ctrl::CancelMode(void)" (?CancelMode@Ctrl@Upp@@UAEXXZ) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall
Upp::Ctrl::CancelMode(void)" (?CancelMode@Ctrl@Upp@@UAEXXZ) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall
Upp::TopWindow::Activate(void)" (?Activate@TopWindow@Upp@@UAEXXZ) non ri
 solto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall
Upp::TopWindow::Activate(void)" (?Activate@TopWindow@Upp@@UAEXXZ) non ri
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$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall
Upp::TopWindow::Activate(void)" (?Activate@TopWindow@Upp@@UAEXXZ) non ri
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Upp::TopWindow::Activate(void)" (?Activate@TopWindow@Upp@@UAEXXZ) non ri
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Upp::TopWindow::Activate(void)" (?Activate@TopWindow@Upp@@UAEXXZ) non ri
 solto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall
Upp::TopWindow::Deactivate(void)" (?Deactivate@TopWindow@Upp@@UAEXXZ) no
 n risolto
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$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall Upp::TopWindow::Deactivate(void)" (?Deactivate@TopWindow@Upp@@UAEXXZ) no n risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall Upp::TopWindow::Deactivate(void)" (?Deactivate@TopWindow@Upp@@UAEXXZ) no n risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall Upp::TopWindow::Deactivate(void)" (?Deactivate@TopWindow@Upp@@UAEXXZ) no n risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall Upp::TopWindow::Deactivate(void)" (?Deactivate@TopWindow@Upp@@UAEXXZ) no n risolto
$blitz.obj : error LNK2019: riferimento al simbolo esterno "public: virtual class Upp::Image __thiscall Upp::Ctrl::FrameMouseEvent(int,struct Upp::Po int_<int>,int,unsigned long)" (?FrameMouseEvent@Ctrl@Upp@@UAE?AVImage@2@HU?$Point_@H@2@HK@Z) non risolto nella funzione "public: double __thiscall Ch iodi::fhk(bool,double,double)" (?fhk@Chiodi@@QAEN_NNN@Z)
$blitz.obj : error LNK2001: simbolo esterno "public: virtual class Upp::Image __thiscall Upp::Ctrl::FrameMouseEvent(int,struct Upp::Point_<int>,int,u nsigned long)" (?FrameMouseEvent@Ctrl@Upp@@UAE?AVImage@2@HU?$Point_@H@2@HK@Z) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual class Upp::Image __thiscall Upp::Ctrl::FrameMouseEvent(int,struct Upp::Point_<int>,int,u nsigned long)" (?FrameMouseEvent@Ctrl@Upp@@UAE?AVImage@2@HU?$Point_@H@2@HK@Z) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual class Upp::Image __thiscall Upp::Ctrl::FrameMouseEvent(int,struct Upp::Point_<int>,int,u nsigned long)" (?FrameMouseEvent@Ctrl@Upp@@UAE?AVImage@2@HU?$Point_@H@2@HK@Z) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual class Upp::Image __thiscall Upp::Ctrl::FrameMouseEvent(int,struct Upp::Point_<int>,int,u nsigned long)" (?FrameMouseEvent@Ctrl@Upp@@UAE?AVImage@2@HU?$Point_@H@2@HK@Z) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual class Upp::Image __thiscall Upp::Ctrl::FrameMouseEvent(int,struct Upp::Point_<int>,int,u nsigned long)" (?FrameMouseEvent@Ctrl@Upp@@UAE?AVImage@2@HU?$Point_@H@2@HK@Z) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual class Upp::Image __thiscall Upp::Ctrl::FrameMouseEvent(int,struct Upp::Point_<int>,int,u nsigned long)" (?FrameMouseEvent@Ctrl@Upp@@UAE?AVImage@2@HU?$Point_@H@2@HK@Z) non risolto

$blitz.obj : error LNK2001: simbolo esterno "public: virtual class Upp::Image __thiscall Upp::Ctrl::FrameMouseEvent(int,struct Upp::Point_<int>,int,u
 nsigned long)" (?FrameMouseEvent@Ctrl@Upp@@UAE?AVImage@2@HU?$Point_@H@2@HK@Z) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual class Upp::Image __thiscall Upp::Ctrl::FrameMouseEvent(int,struct Upp::Point_<int>,int,u
 nsigned long)" (?FrameMouseEvent@Ctrl@Upp@@UAE?AVImage@2@HU?$Point_@H@2@HK@Z) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual class Upp::Image __thiscall Upp::Ctrl::MouseEvent(int,struct Upp::Point_<int>,int,unsign
 ed long)" (?MouseEvent@Ctrl@Upp@@UAE?AVImage@2@HU?$Point_@H@2@HK@Z) non risolto
$blitz.obj : error LNK2019: riferimento al simbolo esterno "public: virtual class Upp::Image __thiscall Upp::Ctrl::MouseEvent(int,struct Upp::Point_<
 int>,int,unsigned long)" (?MouseEvent@Ctrl@Upp@@UAE?AVImage@2@HU?$Point_@H@2@HK@Z) non risolto nella funzione "public: void __thiscall Upp::GridC
 trl::NavigatingBar(class Upp::Bar &)" (?NavigatingBar@GridCtrl@Upp@@QAEXAAVBar@2@@Z)
$blitz.obj : error LNK2001: simbolo esterno "public: virtual class Upp::Image __thiscall Upp::Ctrl::MouseEvent(int,struct Upp::Point_<int>,int,unsign
 ed long)" (?MouseEvent@Ctrl@Upp@@UAE?AVImage@2@HU?$Point_@H@2@HK@Z) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual class Upp::Image __thiscall Upp::Ctrl::MouseEvent(int,struct Upp::Point_<int>,int,unsign
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$blitz.obj : error LNK2001: simbolo esterno "public: virtual class Upp::Image __thiscall Upp::Ctrl::MouseEvent(int,struct Upp::Point_<int>,int,unsign
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Upp::Ctrl::MouseEnter(struct Upp::Point_<int>,unsigned lo
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"public: void __thiscall Upp::GridCtrl::NavigatingBar(class Upp::Bar &)
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Upp::Ctrl::MouseEnter(struct Upp::Point_<int>,unsigned long)" (?MouseEnt
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g)" (?MouseMove@Ctrl@Upp@@UAEXU?$Point_@H@2@K@Z) non risolto nella funzione
"public: double __thiscall Chiodi::fhk(bool,double,double)" (?fhk@Chiodi@
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$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall
Upp::Ctrl::LeftDown(struct Upp::Point_<int>,unsigned long)" (?LeftDown@C
 trl@Upp@@UAEXU?$Point_@H@2@K@Z) non risolto
$blitz.obj : error LNK2019: riferimento al simbolo esterno "public: virtual void __thiscall
Upp::Ctrl::LeftDown(struct Upp::Point_<int>,unsigned long
)" (?LeftDown@Ctrl@Upp@@UAEXU?$Point_@H@2@K@Z) non risolto nella funzione "public:
void __thiscall Upp::GridCtrl::NavigatingBar(class Upp::Bar &)" (?
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Upp::Ctrl::LeftDouble(struct Upp::Point_<int>,unsigned lo
 ng)" (?LeftDouble@Ctrl@Upp@@UAEXU?$Point_@H@2@K@Z) non risolto nella funzione
"public: void __thiscall Upp::GridCtrl::FindOptsBar(class Upp::Bar &)"
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$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall
Upp::Ctrl::LeftDouble(struct Upp::Point_<int>,unsigned long)" (?LeftDoub
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$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall
Upp::Ctrl::LeftDouble(struct Upp::Point_<int>,unsigned long)" (?LeftDoub
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$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall
Upp::Ctrl::LeftDouble(struct Upp::Point_<int>,unsigned long)" (?LeftDoub
 le@Ctrl@Upp@@UAEXU?$Point_@H@2@K@Z) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall
Upp::Ctrl::LeftDouble(struct Upp::Point_<int>,unsigned long)" (?LeftDoub
 le@Ctrl@Upp@@UAEXU?$Point_@H@2@K@Z) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall
Upp::Ctrl::LeftDouble(struct Upp::Point_<int>,unsigned long)" (?LeftDoub
 le@Ctrl@Upp@@UAEXU?$Point_@H@2@K@Z) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall
Upp::Ctrl::LeftDouble(struct Upp::Point_<int>,unsigned long)" (?LeftDoub
 le@Ctrl@Upp@@UAEXU?$Point_@H@2@K@Z) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall
Upp::Ctrl::LeftDouble(struct Upp::Point_<int>,unsigned long)" (?LeftDoub
 le@Ctrl@Upp@@UAEXU?$Point_@H@2@K@Z) non risolto
$blitz.obj : error LNK2019: riferimento al simbolo esterno "public: virtual void __thiscall
Upp::Ctrl::LeftTriple(struct Upp::Point_<int>,unsigned lo
 ng)" (?LeftTriple@Ctrl@Upp@@UAEXU?$Point_@H@2@K@Z) non risolto nella funzione
"public: double __thiscall Chiodi::fhk(bool,double,double)" (?fhk@Chiod
 i@@QAEN_NNN@Z)
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall
Upp::Ctrl::LeftTriple(struct Upp::Point_<int>,unsigned long)" (?LeftTrip
 le@Ctrl@Upp@@UAEXU?$Point_@H@2@K@Z) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall
Upp::Ctrl::LeftTriple(struct Upp::Point_<int>,unsigned long)" (?LeftTrip
 le@Ctrl@Upp@@UAEXU?$Point_@H@2@K@Z) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall
Upp::Ctrl::LeftTriple(struct Upp::Point_<int>,unsigned long)" (?LeftTrip
 le@Ctrl@Upp@@UAEXU?$Point_@H@2@K@Z) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall
Upp::Ctrl::LeftTriple(struct Upp::Point_<int>,unsigned long)" (?LeftTrip
 le@Ctrl@Upp@@UAEXU?$Point_@H@2@K@Z) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall
Upp::Ctrl::LeftTriple(struct Upp::Point_<int>,unsigned long)" (?LeftTrip
 le@Ctrl@Upp@@UAEXU?$Point_@H@2@K@Z) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall
Upp::Ctrl::LeftTriple(struct Upp::Point_<int>,unsigned long)" (?LeftTrip
 le@Ctrl@Upp@@UAEXU?$Point_@H@2@K@Z) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall
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Upp::Ctrl::LeftTriple(struct Upp::Point_<int>,unsigned long)" (?LeftTrip
 le@Ctrl@Upp@@UAEXU?$Point_@H@2@K@Z) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall
Upp::Ctrl::LeftRepeat(struct Upp::Point_<int>,unsigned long)" (?LeftRepe
 at@Ctrl@Upp@@UAEXU?$Point_@H@2@K@Z) non risolto
$blitz.obj : error LNK2019: riferimento al simbolo esterno "public: virtual void __thiscall
Upp::Ctrl::LeftRepeat(struct Upp::Point_<int>,unsigned lo
 ng)" (?LeftRepeat@Ctrl@Upp@@UAEXU?$Point_@H@2@K@Z) non risolto nella funzione
"public: void __thiscall Upp::GridCtrl::FindOptsBar(class Upp::Bar &)"
 (?FindOptsBar@GridCtrl@Upp@@QAEXAAVBar@2@@Z)
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall
Upp::Ctrl::LeftRepeat(struct Upp::Point_<int>,unsigned long)" (?LeftRepe
 at@Ctrl@Upp@@UAEXU?$Point_@H@2@K@Z) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall
Upp::Ctrl::LeftRepeat(struct Upp::Point_<int>,unsigned long)" (?LeftRepe
 at@Ctrl@Upp@@UAEXU?$Point_@H@2@K@Z) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall
Upp::Ctrl::LeftRepeat(struct Upp::Point_<int>,unsigned long)" (?LeftRepe
 at@Ctrl@Upp@@UAEXU?$Point_@H@2@K@Z) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall
Upp::Ctrl::LeftRepeat(struct Upp::Point_<int>,unsigned long)" (?LeftRepe
 at@Ctrl@Upp@@UAEXU?$Point_@H@2@K@Z) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall
Upp::Ctrl::LeftRepeat(struct Upp::Point_<int>,unsigned long)" (?LeftRepe
 at@Ctrl@Upp@@UAEXU?$Point_@H@2@K@Z) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall
Upp::Ctrl::LeftRepeat(struct Upp::Point_<int>,unsigned long)" (?LeftRepe
 at@Ctrl@Upp@@UAEXU?$Point_@H@2@K@Z) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall
Upp::Ctrl::LeftRepeat(struct Upp::Point_<int>,unsigned long)" (?LeftRepe
 at@Ctrl@Upp@@UAEXU?$Point_@H@2@K@Z) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall Upp::Ctrl::LeftDrag(struct
Upp::Point_<int>,unsigned long)" (?LeftDrag@C
 trl@Upp@@UAEXU?$Point_@H@2@K@Z) non risolto
$blitz.obj : error LNK2019: riferimento al simbolo esterno "public: virtual void __thiscall
Upp::Ctrl::LeftDrag(struct Upp::Point_<int>,unsigned long
 )" (?LeftDrag@Ctrl@Upp@@UAEXU?$Point_@H@2@K@Z) non risolto nella funzione "public:
void __thiscall Upp::GridCtrl::FindOptsBar(class Upp::Bar &)" (?Fi
 ndOptsBar@GridCtrl@Upp@@QAEXAAVBar@2@@Z)
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall Upp::Ctrl::LeftDrag(struct
Upp::Point_<int>,unsigned long)" (?LeftDrag@C
 trl@Upp@@UAEXU?$Point_@H@2@K@Z) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall Upp::Ctrl::LeftDrag(struct
Upp::Point_<int>,unsigned long)" (?LeftDrag@C
 trl@Upp@@UAEXU?$Point_@H@2@K@Z) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall Upp::Ctrl::LeftDrag(struct
Upp::Point_<int>,unsigned long)" (?LeftDrag@C
 trl@Upp@@UAEXU?$Point_@H@2@K@Z) non risolto
```

$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall Upp::Ctrl::LeftDrag(struct Upp::Point_<int>,unsigned long)" (?LeftDrag@C
trl@Upp@@UAEXU?$Point_@H@2@K@Z) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall Upp::Ctrl::LeftDrag(struct Upp::Point_<int>,unsigned long)" (?LeftDrag@C
trl@Upp@@UAEXU?$Point_@H@2@K@Z) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall Upp::Ctrl::LeftDrag(struct Upp::Point_<int>,unsigned long)" (?LeftDrag@C
trl@Upp@@UAEXU?$Point_@H@2@K@Z) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall Upp::Ctrl::LeftDrag(struct Upp::Point_<int>,unsigned long)" (?LeftDrag@C
trl@Upp@@UAEXU?$Point_@H@2@K@Z) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall Upp::Ctrl::LeftHold(struct Upp::Point_<int>,unsigned long)" (?LeftHold@C
trl@Upp@@UAEXU?$Point_@H@2@K@Z) non risolto
$blitz.obj : error LNK2019: riferimento al simbolo esterno "public: virtual void __thiscall Upp::Ctrl::LeftHold(struct Upp::Point_<int>,unsigned long
)" (?LeftHold@Ctrl@Upp@@UAEXU?$Point_@H@2@K@Z) non risolto nella funzione "private: class Upp::String __thiscall Upp::GridCtrl::RowFormat(char const
*)" (?RowFormat@GridCtrl@Upp@@AAE?AVString@2@PBD@Z)
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall Upp::Ctrl::LeftHold(struct Upp::Point_<int>,unsigned long)" (?LeftHold@C
trl@Upp@@UAEXU?$Point_@H@2@K@Z) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall Upp::Ctrl::LeftHold(struct Upp::Point_<int>,unsigned long)" (?LeftHold@C
trl@Upp@@UAEXU?$Point_@H@2@K@Z) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall Upp::Ctrl::LeftHold(struct Upp::Point_<int>,unsigned long)" (?LeftHold@C
trl@Upp@@UAEXU?$Point_@H@2@K@Z) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall Upp::Ctrl::LeftHold(struct Upp::Point_<int>,unsigned long)" (?LeftHold@C
trl@Upp@@UAEXU?$Point_@H@2@K@Z) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall Upp::Ctrl::LeftHold(struct Upp::Point_<int>,unsigned long)" (?LeftHold@C
trl@Upp@@UAEXU?$Point_@H@2@K@Z) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall Upp::Ctrl::LeftHold(struct Upp::Point_<int>,unsigned long)" (?LeftHold@C
trl@Upp@@UAEXU?$Point_@H@2@K@Z) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall Upp::Ctrl::LeftHold(struct Upp::Point_<int>,unsigned long)" (?LeftHold@C
trl@Upp@@UAEXU?$Point_@H@2@K@Z) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall Upp::Ctrl::LeftUp(struct Upp::Point_<int>,unsigned long)" (?LeftUp@Ctrl@
Upp@@UAEXU?$Point_@H@2@K@Z) non risolto
$blitz.obj : error LNK2019: riferimento al simbolo esterno "public: virtual void __thiscall Upp::Ctrl::LeftUp(struct Upp::Point_<int>,unsigned long)"
(?LeftUp@Ctrl@Upp@@UAEXU?$Point_@H@2@K@Z) non risolto nella funzione "public: void __thiscall Upp::GridCtrl::StdMenuBar(class Upp::Bar &)" (?StdMenu

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 Bar@GridCtrl@Upp@@QAEXAAVBar@2@@Z)
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall Upp::Ctrl::LeftUp(struct
Upp::Point_<int>,unsigned long)" (?LeftUp@Ctrl@
 Upp@@UAEXU?$Point_@H@2@K@Z) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall Upp::Ctrl::LeftUp(struct
Upp::Point_<int>,unsigned long)" (?LeftUp@Ctrl@
 Upp@@UAEXU?$Point_@H@2@K@Z) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall Upp::Ctrl::LeftUp(struct
Upp::Point_<int>,unsigned long)" (?LeftUp@Ctrl@
 Upp@@UAEXU?$Point_@H@2@K@Z) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall Upp::Ctrl::LeftUp(struct
Upp::Point_<int>,unsigned long)" (?LeftUp@Ctrl@
 Upp@@UAEXU?$Point_@H@2@K@Z) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall Upp::Ctrl::LeftUp(struct
Upp::Point_<int>,unsigned long)" (?LeftUp@Ctrl@
 Upp@@UAEXU?$Point_@H@2@K@Z) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall Upp::Ctrl::LeftUp(struct
Upp::Point_<int>,unsigned long)" (?LeftUp@Ctrl@
 Upp@@UAEXU?$Point_@H@2@K@Z) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall Upp::Ctrl::LeftUp(struct
Upp::Point_<int>,unsigned long)" (?LeftUp@Ctrl@
 Upp@@UAEXU?$Point_@H@2@K@Z) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall
Upp::Ctrl::RightDown(struct Upp::Point_<int>,unsigned long)" (?RightDown
 @Ctrl@Upp@@UAEXU?$Point_@H@2@K@Z) non risolto
$blitz.obj : error LNK2019: riferimento al simbolo esterno "public: virtual void __thiscall
Upp::Ctrl::RightDown(struct Upp::Point_<int>,unsigned lon
 g)" (?RightDown@Ctrl@Upp@@UAEXU?$Point_@H@2@K@Z) non risolto nella funzione
"public: void __thiscall Upp::GridCtrl::StdMenuBar(class Upp::Bar &)" (?S
 tdMenuBar@GridCtrl@Upp@@QAEXAAVBar@2@@Z)
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall
Upp::Ctrl::RightDown(struct Upp::Point_<int>,unsigned long)" (?RightDown
 @Ctrl@Upp@@UAEXU?$Point_@H@2@K@Z) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall
Upp::Ctrl::RightDown(struct Upp::Point_<int>,unsigned long)" (?RightDown
 @Ctrl@Upp@@UAEXU?$Point_@H@2@K@Z) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall
Upp::Ctrl::RightDown(struct Upp::Point_<int>,unsigned long)" (?RightDown
 @Ctrl@Upp@@UAEXU?$Point_@H@2@K@Z) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall
Upp::Ctrl::RightDown(struct Upp::Point_<int>,unsigned long)" (?RightDown
 @Ctrl@Upp@@UAEXU?$Point_@H@2@K@Z) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall
Upp::Ctrl::RightDown(struct Upp::Point_<int>,unsigned long)" (?RightDown
 @Ctrl@Upp@@UAEXU?$Point_@H@2@K@Z) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall
Upp::Ctrl::RightDown(struct Upp::Point_<int>,unsigned long)" (?RightDown
 @Ctrl@Upp@@UAEXU?$Point_@H@2@K@Z) non risolto
```

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$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall
Upp::Ctrl::RightDown(struct Upp::Point_<int>,unsigned long)" (?RightDown
 @Ctrl@Upp@@UAEXU?$Point_@H@2@K@Z) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall
Upp::Ctrl::RightDouble(struct Upp::Point_<int>,unsigned long)" (?RightDo
 uble@Ctrl@Upp@@UAEXU?$Point_@H@2@K@Z) non risolto
$blitz.obj : error LNK2019: riferimento al simbolo esterno "public: virtual void __thiscall
Upp::Ctrl::RightDouble(struct Upp::Point_<int>,unsigned l
 ong)" (?RightDouble@Ctrl@Upp@@UAEXU?$Point_@H@2@K@Z) non risolto nella funzione
"public: void __thiscall Upp::GridCtrl::StdMenuBar(class Upp::Bar &)"
  (?StdMenuBar@GridCtrl@Upp@@QAEXAAVBar@2@@Z)
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall
Upp::Ctrl::RightDouble(struct Upp::Point_<int>,unsigned long)" (?RightDo
 uble@Ctrl@Upp@@UAEXU?$Point_@H@2@K@Z) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall
Upp::Ctrl::RightDouble(struct Upp::Point_<int>,unsigned long)" (?RightDo
 uble@Ctrl@Upp@@UAEXU?$Point_@H@2@K@Z) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall
Upp::Ctrl::RightDouble(struct Upp::Point_<int>,unsigned long)" (?RightDo
 uble@Ctrl@Upp@@UAEXU?$Point_@H@2@K@Z) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall
Upp::Ctrl::RightDouble(struct Upp::Point_<int>,unsigned long)" (?RightDo
 uble@Ctrl@Upp@@UAEXU?$Point_@H@2@K@Z) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall
Upp::Ctrl::RightDouble(struct Upp::Point_<int>,unsigned long)" (?RightDo
 uble@Ctrl@Upp@@UAEXU?$Point_@H@2@K@Z) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall
Upp::Ctrl::RightDouble(struct Upp::Point_<int>,unsigned long)" (?RightDo
 uble@Ctrl@Upp@@UAEXU?$Point_@H@2@K@Z) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall
Upp::Ctrl::RightDouble(struct Upp::Point_<int>,unsigned long)" (?RightDo
 uble@Ctrl@Upp@@UAEXU?$Point_@H@2@K@Z) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall
Upp::Ctrl::RightTriple(struct Upp::Point_<int>,unsigned long)" (?RightTr
 iple@Ctrl@Upp@@UAEXU?$Point_@H@2@K@Z) non risolto
$blitz.obj : error LNK2019: riferimento al simbolo esterno "public: virtual void __thiscall
Upp::Ctrl::RightTriple(struct Upp::Point_<int>,unsigned l
 ong)" (?RightTriple@Ctrl@Upp@@UAEXU?$Point_@H@2@K@Z) non risolto nella funzione
"public: void __thiscall Upp::GridCtrl::StdMenuBar(class Upp::Bar &)"
  (?StdMenuBar@GridCtrl@Upp@@QAEXAAVBar@2@@Z)
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall
Upp::Ctrl::RightTriple(struct Upp::Point_<int>,unsigned long)" (?RightTr
 iple@Ctrl@Upp@@UAEXU?$Point_@H@2@K@Z) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall
Upp::Ctrl::RightTriple(struct Upp::Point_<int>,unsigned long)" (?RightTr
 iple@Ctrl@Upp@@UAEXU?$Point_@H@2@K@Z) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall
Upp::Ctrl::RightTriple(struct Upp::Point_<int>,unsigned long)" (?RightTr
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 iple@Ctrl@Upp@@UAEXU?$Point_@H@2@K@Z) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall
Upp::Ctrl::RightTriple(struct Upp::Point_<int>,unsigned long)" (?RightTr
 iple@Ctrl@Upp@@UAEXU?$Point_@H@2@K@Z) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall
Upp::Ctrl::RightTriple(struct Upp::Point_<int>,unsigned long)" (?RightTr
 iple@Ctrl@Upp@@UAEXU?$Point_@H@2@K@Z) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall
Upp::Ctrl::RightTriple(struct Upp::Point_<int>,unsigned long)" (?RightTr
 iple@Ctrl@Upp@@UAEXU?$Point_@H@2@K@Z) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall
Upp::Ctrl::RightTriple(struct Upp::Point_<int>,unsigned long)" (?RightTr
 iple@Ctrl@Upp@@UAEXU?$Point_@H@2@K@Z) non risolto
$blitz.obj : error LNK2019: riferimento al simbolo esterno "public: virtual void __thiscall
Upp::Ctrl::RightRepeat(struct Upp::Point_<int>,unsigned l
 ong)" (?RightRepeat@Ctrl@Upp@@UAEXU?$Point_@H@2@K@Z) non risolto nella funzione
"public: double __thiscall Chiodi::MyRk(bool,double,double)" (?MyRk@C
 hiodi@@QAEN_NNN@Z)
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall
Upp::Ctrl::RightRepeat(struct Upp::Point_<int>,unsigned long)" (?RightRe
 peat@Ctrl@Upp@@UAEXU?$Point_@H@2@K@Z) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall
Upp::Ctrl::RightRepeat(struct Upp::Point_<int>,unsigned long)" (?RightRe
 peat@Ctrl@Upp@@UAEXU?$Point_@H@2@K@Z) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall
Upp::Ctrl::RightRepeat(struct Upp::Point_<int>,unsigned long)" (?RightRe
 peat@Ctrl@Upp@@UAEXU?$Point_@H@2@K@Z) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall
Upp::Ctrl::RightRepeat(struct Upp::Point_<int>,unsigned long)" (?RightRe
 peat@Ctrl@Upp@@UAEXU?$Point_@H@2@K@Z) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall
Upp::Ctrl::RightRepeat(struct Upp::Point_<int>,unsigned long)" (?RightRe
 peat@Ctrl@Upp@@UAEXU?$Point_@H@2@K@Z) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall
Upp::Ctrl::RightRepeat(struct Upp::Point_<int>,unsigned long)" (?RightRe
 peat@Ctrl@Upp@@UAEXU?$Point_@H@2@K@Z) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall
Upp::Ctrl::RightRepeat(struct Upp::Point_<int>,unsigned long)" (?RightRe
 peat@Ctrl@Upp@@UAEXU?$Point_@H@2@K@Z) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall
Upp::Ctrl::RightRepeat(struct Upp::Point_<int>,unsigned long)" (?RightRe
 peat@Ctrl@Upp@@UAEXU?$Point_@H@2@K@Z) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall
Upp::Ctrl::RightDrag(struct Upp::Point_<int>,unsigned long)" (?RightDrag
 @Ctrl@Upp@@UAEXU?$Point_@H@2@K@Z) non risolto
$blitz.obj : error LNK2019: riferimento al simbolo esterno "public: virtual void __thiscall
Upp::Ctrl::RightDrag(struct Upp::Point_<int>,unsigned lon
 g)" (?RightDrag@Ctrl@Upp@@UAEXU?$Point_@H@2@K@Z) non risolto nella funzione
```

"public: void __thiscall Upp::GridCtrl::StdMenuBar(class Upp::Bar &)" (?S
tdMenuBar@GridCtrl@Upp@@QAEXAAVBar@2@@Z)
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall
Upp::Ctrl::RightDrag(struct Upp::Point_<int>,unsigned long)" (?RightDrag
@Ctrl@Upp@@UAEXU?$Point_@H@2@K@Z) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall
Upp::Ctrl::RightDrag(struct Upp::Point_<int>,unsigned long)" (?RightDrag
@Ctrl@Upp@@UAEXU?$Point_@H@2@K@Z) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall
Upp::Ctrl::RightDrag(struct Upp::Point_<int>,unsigned long)" (?RightDrag
@Ctrl@Upp@@UAEXU?$Point_@H@2@K@Z) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall
Upp::Ctrl::RightDrag(struct Upp::Point_<int>,unsigned long)" (?RightDrag
@Ctrl@Upp@@UAEXU?$Point_@H@2@K@Z) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall
Upp::Ctrl::RightDrag(struct Upp::Point_<int>,unsigned long)" (?RightDrag
@Ctrl@Upp@@UAEXU?$Point_@H@2@K@Z) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall
Upp::Ctrl::RightDrag(struct Upp::Point_<int>,unsigned long)" (?RightDrag
@Ctrl@Upp@@UAEXU?$Point_@H@2@K@Z) non risolto
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Upp::Ctrl::RightDrag(struct Upp::Point_<int>,unsigned long)" (?RightDrag
@Ctrl@Upp@@UAEXU?$Point_@H@2@K@Z) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall
Upp::Ctrl::RightHold(struct Upp::Point_<int>,unsigned long)" (?RightHold
@Ctrl@Upp@@UAEXU?$Point_@H@2@K@Z) non risolto
$blitz.obj : error LNK2019: riferimento al simbolo esterno "public: virtual void __thiscall
Upp::Ctrl::RightHold(struct Upp::Point_<int>,unsigned lon
g)" (?RightHold@Ctrl@Upp@@UAEXU?$Point_@H@2@K@Z) non risolto nella funzione
"public: void __thiscall Upp::GridCtrl::StdMenuBar(class Upp::Bar &)" (?S
tdMenuBar@GridCtrl@Upp@@QAEXAAVBar@2@@Z)
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall
Upp::Ctrl::RightHold(struct Upp::Point_<int>,unsigned long)" (?RightHold
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$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall
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@Ctrl@Upp@@UAEXU?$Point_@H@2@K@Z) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall
Upp::Ctrl::RightHold(struct Upp::Point_<int>,unsigned long)" (?RightHold

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 @Ctrl@Upp@@UAEXU?$Point_@H@2@K@Z) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall
Upp::Ctrl::RightHold(struct Upp::Point_<int>,unsigned long)" (?RightHold
 @Ctrl@Upp@@UAEXU?$Point_@H@2@K@Z) non risolto
$blitz.obj : error LNK2019: riferimento al simbolo esterno "public: virtual void __thiscall
Upp::Ctrl::RightUp(struct Upp::Point_<int>,unsigned long)
 " (?RightUp@Ctrl@Upp@@UAEXU?$Point_@H@2@K@Z) non risolto nella funzione "public:
double __thiscall Chiodi::MyRk(bool,double,double)" (?MyRk@Chiodi@@Q
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$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall Upp::Ctrl::RightUp(struct
Upp::Point_<int>,unsigned long)" (?RightUp@Ctr
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$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall Upp::Ctrl::RightUp(struct
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$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall Upp::Ctrl::RightUp(struct
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$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall Upp::Ctrl::RightUp(struct
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Upp::Ctrl::MiddleDown(struct Upp::Point_<int>,unsigned long)" (?MiddleDo
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Upp::Ctrl::MiddleDown(struct Upp::Point_<int>,unsigned long)" (?MiddleDo
 wn@Ctrl@Upp@@UAEXU?$Point_@H@2@K@Z) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall
Upp::Ctrl::MiddleDown(struct Upp::Point_<int>,unsigned long)" (?MiddleDo
 wn@Ctrl@Upp@@UAEXU?$Point_@H@2@K@Z) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall
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Upp::Ctrl::MiddleDown(struct Upp::Point_<int>,unsigned long)" (?MiddleDo
 wn@Ctrl@Upp@@UAEXU?$Point_@H@2@K@Z) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall
Upp::Ctrl::MiddleDown(struct Upp::Point_<int>,unsigned long)" (?MiddleDo
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Upp::Ctrl::MiddleDown(struct Upp::Point_<int>,unsigned long)" (?MiddleDo
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$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall
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Upp::Ctrl::MiddleDouble(struct Upp::Point_<int>,unsigned long)" (?Middle
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$blitz.obj : error LNK2019: riferimento al simbolo esterno "public: virtual void __thiscall
Upp::Ctrl::MiddleTriple(struct Upp::Point_<int>,unsigned
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"public: double __thiscall Chiodi::MyRk(bool,double,double)" (?MyRk
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```

$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall
Upp::Ctrl::MiddleTriple(struct Upp::Point_<int>,unsigned long)" (?Middle
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$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall
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Upp::Ctrl::MiddleTriple(struct Upp::Point_<int>,unsigned long)" (?Middle
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Upp::Ctrl::MiddleRepeat(struct Upp::Point_<int>,unsigned long)" (?Middle
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$blitz.obj : error LNK2019: riferimento al simbolo esterno "public: virtual void __thiscall
Upp::Ctrl::MiddleRepeat(struct Upp::Point_<int>,unsigned
 long)" (?MiddleRepeat@Ctrl@Upp@@UAEXU?$Point_@H@2@K@Z) non risolto nella funzione
"public: void __thiscall Upp::GridCtrl::StdMenuBar(class Upp::Bar &
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$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall
Upp::Ctrl::MiddleDrag(struct Upp::Point_<int>,unsigned long)" (?MiddleDr
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$blitz.obj : error LNK2019: riferimento al simbolo esterno "public: virtual void __thiscall
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"public: void __thiscall Upp::GridCtrl::StdMenuBar(class Upp::Bar &)" (
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Upp::Ctrl::MiddleHold(struct Upp::Point_<int>,unsigned long)" (?MiddleHo
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$blitz.obj : error LNK2019: riferimento al simbolo esterno "public: virtual void __thiscall
Upp::Ctrl::MiddleHold(struct Upp::Point_<int>,unsigned lo
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"public: void __thiscall Upp::GridCtrl::StdMenuBar(class Upp::Bar &)" (
 ?StdMenuBar@GridCtrl@Upp@@QAEXAAVBar@2@@Z)
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall
Upp::Ctrl::MiddleHold(struct Upp::Point_<int>,unsigned long)" (?MiddleHo
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Upp::Ctrl::MiddleHold(struct Upp::Point_<int>,unsigned long)" (?MiddleHo
 ld@Ctrl@Upp@@UAEXU?$Point_@H@2@K@Z) non risolto

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$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall
Upp::Ctrl::MiddleHold(struct Upp::Point_<int>,unsigned long)" (?MiddleHo
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$blitz.obj : error LNK2019: riferimento al simbolo esterno "public: virtual void __thiscall
Upp::Ctrl::MiddleUp(struct Upp::Point_<int>,unsigned long
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void __thiscall Upp::GridCtrl::StdMenuBar(class Upp::Bar &)" (?Std
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$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall
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Upp::Ctrl::MiddleUp(struct Upp::Point_<int>,unsigned long)" (?MiddleUp@C
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$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall
Upp::Ctrl::MouseWheel(struct Upp::Point_<int>,int,unsigned long)" (?Mous
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$blitz.obj : error LNK2019: riferimento al simbolo esterno "public: virtual void __thiscall
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Upp::Ctrl::MouseWheel(struct Upp::Point_<int>,int,unsigne
 d long)" (?MouseWheel@Ctrl@Upp@@UAEXU?$Point_@H@2@HK@Z) non risolto nella
funzione "public: void __thiscall Upp::GridCtrl::StdMenuBar(class Upp::Bar
 &)" (?StdMenuBar@GridCtrl@Upp@@QAEXAAVBar@2@@Z)
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall
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Upp::Ctrl::MouseLeave(void)" (?MouseLeave@Ctrl@Upp@@UAEXXZ) non risolto
$blitz.obj : error LNK2019: riferimento al simbolo esterno "public: virtual void __thiscall
Upp::Ctrl::MouseLeave(void)" (?MouseLeave@Ctrl@Upp@@UAEXX
 Z) non risolto nella funzione "public: void __thiscall Upp::GridCtrl::RemovingMenu(class Upp::Bar
&)" (?RemovingMenu@GridCtrl@Upp@@QAEXAAVBar@2@@Z)
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall
Upp::Ctrl::MouseLeave(void)" (?MouseLeave@Ctrl@Upp@@UAEXXZ) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall
Upp::Ctrl::MouseLeave(void)" (?MouseLeave@Ctrl@Upp@@UAEXXZ) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall
Upp::Ctrl::MouseLeave(void)" (?MouseLeave@Ctrl@Upp@@UAEXXZ) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall
Upp::Ctrl::MouseLeave(void)" (?MouseLeave@Ctrl@Upp@@UAEXXZ) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall
Upp::Ctrl::MouseLeave(void)" (?MouseLeave@Ctrl@Upp@@UAEXXZ) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall
Upp::Ctrl::MouseLeave(void)" (?MouseLeave@Ctrl@Upp@@UAEXXZ) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall
Upp::Ctrl::MouseLeave(void)" (?MouseLeave@Ctrl@Upp@@UAEXXZ) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall
Upp::Ctrl::DragAndDrop(struct Upp::Point_<int>,class Upp::PasteClip &)"
 (?DragAndDrop@Ctrl@Upp@@UAEXU?$Point_@H@2@AAVPasteClip@2@@Z) non risolto

```
$blitz.obj : error LNK2019: riferimento al simbolo esterno "public: virtual void __thiscall
Upp::Ctrl::DragAndDrop(struct Upp::Point_<int>,class Upp:
 :PasteClip &)"
(?DragAndDrop@Ctrl@Upp@@UAEXU?$Point_@H@2@AAVPasteClip@2@@Z) non risolto
nella funzione "public: void __thiscall Upp::GridCtrl::Removi
 ngMenu(class Upp::Bar &)" (?RemovingMenu@GridCtrl@Upp@@QAEXAAVBar@2@@Z)
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall
Upp::Ctrl::DragAndDrop(struct Upp::Point_<int>,class Upp::PasteClip &)"
 (?DragAndDrop@Ctrl@Upp@@UAEXU?$Point_@H@2@AAVPasteClip@2@@Z) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall
Upp::Ctrl::DragAndDrop(struct Upp::Point_<int>,class Upp::PasteClip &)"
 (?DragAndDrop@Ctrl@Upp@@UAEXU?$Point_@H@2@AAVPasteClip@2@@Z) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall
Upp::Ctrl::DragAndDrop(struct Upp::Point_<int>,class Upp::PasteClip &)"
 (?DragAndDrop@Ctrl@Upp@@UAEXU?$Point_@H@2@AAVPasteClip@2@@Z) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall
Upp::Ctrl::DragAndDrop(struct Upp::Point_<int>,class Upp::PasteClip &)"
 (?DragAndDrop@Ctrl@Upp@@UAEXU?$Point_@H@2@AAVPasteClip@2@@Z) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall
Upp::Ctrl::DragAndDrop(struct Upp::Point_<int>,class Upp::PasteClip &)"
 (?DragAndDrop@Ctrl@Upp@@UAEXU?$Point_@H@2@AAVPasteClip@2@@Z) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall
Upp::Ctrl::DragAndDrop(struct Upp::Point_<int>,class Upp::PasteClip &)"
 (?DragAndDrop@Ctrl@Upp@@UAEXU?$Point_@H@2@AAVPasteClip@2@@Z) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall
Upp::Ctrl::DragAndDrop(struct Upp::Point_<int>,class Upp::PasteClip &)"
 (?DragAndDrop@Ctrl@Upp@@UAEXU?$Point_@H@2@AAVPasteClip@2@@Z) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall
Upp::Ctrl::FrameDragAndDrop(struct Upp::Point_<int>,class Upp::PasteClip
  &)" (?FrameDragAndDrop@Ctrl@Upp@@UAEXU?$Point_@H@2@AAVPasteClip@2@@Z)
non risolto
$blitz.obj : error LNK2019: riferimento al simbolo esterno "public: virtual void __thiscall
Upp::Ctrl::FrameDragAndDrop(struct Upp::Point_<int>,class
  Upp::PasteClip &)"
(?FrameDragAndDrop@Ctrl@Upp@@UAEXU?$Point_@H@2@AAVPasteClip@2@@Z) non
risolto nella funzione "public: void __thiscall Upp::GridCt
 rl::MovingMenu(class Upp::Bar &)" (?MovingMenu@GridCtrl@Upp@@QAEXAAVBar@2@@Z)
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall
Upp::Ctrl::FrameDragAndDrop(struct Upp::Point_<int>,class Upp::PasteClip
  &)" (?FrameDragAndDrop@Ctrl@Upp@@UAEXU?$Point_@H@2@AAVPasteClip@2@@Z)
non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall
Upp::Ctrl::FrameDragAndDrop(struct Upp::Point_<int>,class Upp::PasteClip
  &)" (?FrameDragAndDrop@Ctrl@Upp@@UAEXU?$Point_@H@2@AAVPasteClip@2@@Z)
non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall
Upp::Ctrl::FrameDragAndDrop(struct Upp::Point_<int>,class Upp::PasteClip
  &)" (?FrameDragAndDrop@Ctrl@Upp@@UAEXU?$Point_@H@2@AAVPasteClip@2@@Z)
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non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall
Upp::Ctrl::FrameDragAndDrop(struct Upp::Point_<int>,class Upp::PasteClip
  &)" (?FrameDragAndDrop@Ctrl@Upp@@UAEXU?$Point_@H@2@AAVPasteClip@2@@Z)
non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall
Upp::Ctrl::FrameDragAndDrop(struct Upp::Point_<int>,class Upp::PasteClip
  &)" (?FrameDragAndDrop@Ctrl@Upp@@UAEXU?$Point_@H@2@AAVPasteClip@2@@Z)
non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall
Upp::Ctrl::FrameDragAndDrop(struct Upp::Point_<int>,class Upp::PasteClip
  &)" (?FrameDragAndDrop@Ctrl@Upp@@UAEXU?$Point_@H@2@AAVPasteClip@2@@Z)
non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall
Upp::Ctrl::FrameDragAndDrop(struct Upp::Point_<int>,class Upp::PasteClip
  &)" (?FrameDragAndDrop@Ctrl@Upp@@UAEXU?$Point_@H@2@AAVPasteClip@2@@Z)
non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall
Upp::Ctrl::DragRepeat(struct Upp::Point_<int>)" (?DragRepeat@Ctrl@Upp@@U
 AEXU?$Point_@H@2@@Z) non risolto
$blitz.obj : error LNK2019: riferimento al simbolo esterno "public: virtual void __thiscall
Upp::Ctrl::DragRepeat(struct Upp::Point_<int>)" (?DragRep
 eat@Ctrl@Upp@@UAEXU?$Point_@H@2@@Z) non risolto nella funzione "public: void
__thiscall Upp::GridCtrl::MovingMenu(class Upp::Bar &)" (?MovingMenu@Gri
 dCtrl@Upp@@QAEXAAVBar@2@@Z)
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall
Upp::Ctrl::DragRepeat(struct Upp::Point_<int>)" (?DragRepeat@Ctrl@Upp@@U
 AEXU?$Point_@H@2@@Z) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall
Upp::Ctrl::DragRepeat(struct Upp::Point_<int>)" (?DragRepeat@Ctrl@Upp@@U
 AEXU?$Point_@H@2@@Z) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall
Upp::Ctrl::DragRepeat(struct Upp::Point_<int>)" (?DragRepeat@Ctrl@Upp@@U
 AEXU?$Point_@H@2@@Z) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall
Upp::Ctrl::DragRepeat(struct Upp::Point_<int>)" (?DragRepeat@Ctrl@Upp@@U
 AEXU?$Point_@H@2@@Z) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall
Upp::Ctrl::DragRepeat(struct Upp::Point_<int>)" (?DragRepeat@Ctrl@Upp@@U
 AEXU?$Point_@H@2@@Z) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall
Upp::Ctrl::DragRepeat(struct Upp::Point_<int>)" (?DragRepeat@Ctrl@Upp@@U
 AEXU?$Point_@H@2@@Z) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall
Upp::Ctrl::DragRepeat(struct Upp::Point_<int>)" (?DragRepeat@Ctrl@Upp@@U
 AEXU?$Point_@H@2@@Z) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall
Upp::Ctrl::DragEnter(void)" (?DragEnter@Ctrl@Upp@@UAEXXZ) non risolto

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$blitz.obj : error LNK2019: riferimento al simbolo esterno "public: virtual void __thiscall
Upp::Ctrl::DragEnter(void)" (?DragEnter@Ctrl@Upp@@UAEXXZ)
  non risolto nella funzione "public: void __thiscall Upp::GridCtrl::SelectMenu(class Upp::Bar &)"
(?SelectMenu@GridCtrl@Upp@@QAEXAAVBar@2@@Z)
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall
Upp::Ctrl::DragEnter(void)" (?DragEnter@Ctrl@Upp@@UAEXXZ) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall
Upp::Ctrl::DragEnter(void)" (?DragEnter@Ctrl@Upp@@UAEXXZ) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall
Upp::Ctrl::DragEnter(void)" (?DragEnter@Ctrl@Upp@@UAEXXZ) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall
Upp::Ctrl::DragEnter(void)" (?DragEnter@Ctrl@Upp@@UAEXXZ) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall
Upp::Ctrl::DragEnter(void)" (?DragEnter@Ctrl@Upp@@UAEXXZ) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall
Upp::Ctrl::DragEnter(void)" (?DragEnter@Ctrl@Upp@@UAEXXZ) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall
Upp::Ctrl::DragEnter(void)" (?DragEnter@Ctrl@Upp@@UAEXXZ) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall
Upp::Ctrl::DragLeave(void)" (?DragLeave@Ctrl@Upp@@UAEXXZ) non risolto
$blitz.obj : error LNK2019: riferimento al simbolo esterno "public: virtual void __thiscall
Upp::Ctrl::DragLeave(void)" (?DragLeave@Ctrl@Upp@@UAEXXZ)
  non risolto nella funzione "public: void __thiscall Upp::GridCtrl::SelectMenu(class Upp::Bar &)"
(?SelectMenu@GridCtrl@Upp@@QAEXAAVBar@2@@Z)
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall
Upp::Ctrl::DragLeave(void)" (?DragLeave@Ctrl@Upp@@UAEXXZ) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall
Upp::Ctrl::DragLeave(void)" (?DragLeave@Ctrl@Upp@@UAEXXZ) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall
Upp::Ctrl::DragLeave(void)" (?DragLeave@Ctrl@Upp@@UAEXXZ) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall
Upp::Ctrl::DragLeave(void)" (?DragLeave@Ctrl@Upp@@UAEXXZ) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall
Upp::Ctrl::DragLeave(void)" (?DragLeave@Ctrl@Upp@@UAEXXZ) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall
Upp::Ctrl::DragLeave(void)" (?DragLeave@Ctrl@Upp@@UAEXXZ) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall
Upp::Ctrl::DragLeave(void)" (?DragLeave@Ctrl@Upp@@UAEXXZ) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual class Upp::String __thiscall
Upp::Ctrl::GetDropData(class Upp::String const &)const " (?
 GetDropData@Ctrl@Upp@@UBE?AVString@2@ABV32@@Z) non risolto
$blitz.obj : error LNK2019: riferimento al simbolo esterno "public: virtual class Upp::String
__thiscall Upp::Ctrl::GetDropData(class Upp::String con
 st &)const " (?GetDropData@Ctrl@Upp@@UBE?AVString@2@ABV32@@Z) non risolto nella
funzione "public: void __thiscall Upp::GridCtrl::ColumnsMenu(class Up
 p::Bar &)" (?ColumnsMenu@GridCtrl@Upp@@QAEXAAVBar@2@@Z)
$blitz.obj : error LNK2001: simbolo esterno "public: virtual class Upp::String __thiscall
Upp::Ctrl::GetDropData(class Upp::String const &)const " (?
```

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 GetDropData@Ctrl@Upp@@UBE?AVString@2@ABV32@@Z) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual class Upp::String __thiscall
Upp::Ctrl::GetDropData(class Upp::String const &)const " (?
 GetDropData@Ctrl@Upp@@UBE?AVString@2@ABV32@@Z) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual class Upp::String __thiscall
Upp::Ctrl::GetDropData(class Upp::String const &)const " (?
 GetDropData@Ctrl@Upp@@UBE?AVString@2@ABV32@@Z) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual class Upp::String __thiscall
Upp::Ctrl::GetDropData(class Upp::String const &)const " (?
 GetDropData@Ctrl@Upp@@UBE?AVString@2@ABV32@@Z) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual class Upp::String __thiscall
Upp::Ctrl::GetDropData(class Upp::String const &)const " (?
 GetDropData@Ctrl@Upp@@UBE?AVString@2@ABV32@@Z) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual class Upp::String __thiscall
Upp::Ctrl::GetDropData(class Upp::String const &)const " (?
 GetDropData@Ctrl@Upp@@UBE?AVString@2@ABV32@@Z) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual class Upp::String __thiscall
Upp::Ctrl::GetSelectionData(class Upp::String const &)const
  " (?GetSelectionData@Ctrl@Upp@@UBE?AVString@2@ABV32@@Z) non risolto
$blitz.obj : error LNK2019: riferimento al simbolo esterno "public: virtual class Upp::String
__thiscall Upp::Ctrl::GetSelectionData(class Upp::Strin
 g const &)const " (?GetSelectionData@Ctrl@Upp@@UBE?AVString@2@ABV32@@Z) non
risolto nella funzione "public: void __thiscall Upp::GridCtrl::ClipboardM
 enu(class Upp::Bar &)" (?ClipboardMenu@GridCtrl@Upp@@QAEXAAVBar@2@@Z)
$blitz.obj : error LNK2001: simbolo esterno "public: virtual class Upp::String __thiscall
Upp::Ctrl::GetSelectionData(class Upp::String const &)const
  " (?GetSelectionData@Ctrl@Upp@@UBE?AVString@2@ABV32@@Z) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual class Upp::String __thiscall
Upp::Ctrl::GetSelectionData(class Upp::String const &)const
  " (?GetSelectionData@Ctrl@Upp@@UBE?AVString@2@ABV32@@Z) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual class Upp::String __thiscall
Upp::Ctrl::GetSelectionData(class Upp::String const &)const
  " (?GetSelectionData@Ctrl@Upp@@UBE?AVString@2@ABV32@@Z) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual class Upp::String __thiscall
Upp::Ctrl::GetSelectionData(class Upp::String const &)const
  " (?GetSelectionData@Ctrl@Upp@@UBE?AVString@2@ABV32@@Z) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual class Upp::String __thiscall
Upp::Ctrl::GetSelectionData(class Upp::String const &)const
  " (?GetSelectionData@Ctrl@Upp@@UBE?AVString@2@ABV32@@Z) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual class Upp::String __thiscall
Upp::Ctrl::GetSelectionData(class Upp::String const &)const
  " (?GetSelectionData@Ctrl@Upp@@UBE?AVString@2@ABV32@@Z) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual class Upp::String __thiscall
Upp::Ctrl::GetSelectionData(class Upp::String const &)const
  " (?GetSelectionData@Ctrl@Upp@@UBE?AVString@2@ABV32@@Z) non risolto
```

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$blitz.obj : error LNK2001: simbolo esterno "public: virtual class Upp::Image __thiscall
Upp::Ctrl::CursorImage(struct Upp::Point_<int>,unsigned long
 )" (?CursorImage@Ctrl@Upp@@UAE?AVImage@2@U?$Point_@H@2@K@Z) non risolto
$blitz.obj : error LNK2019: riferimento al simbolo esterno "public: virtual class Upp::Image
__thiscall Upp::Ctrl::CursorImage(struct Upp::Point_<int
 >,unsigned long)" (?CursorImage@Ctrl@Upp@@UAE?AVImage@2@U?$Point_@H@2@K@Z)
non risolto nella funzione "public: void __thiscall Upp::GridCtrl::Clipboa
 rdMenu(class Upp::Bar &)" (?ClipboardMenu@GridCtrl@Upp@@QAEXAAVBar@2@@Z)
$blitz.obj : error LNK2001: simbolo esterno "public: virtual class Upp::Image __thiscall
Upp::Ctrl::CursorImage(struct Upp::Point_<int>,unsigned long
 )" (?CursorImage@Ctrl@Upp@@UAE?AVImage@2@U?$Point_@H@2@K@Z) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual class Upp::Image __thiscall
Upp::Ctrl::CursorImage(struct Upp::Point_<int>,unsigned long
 )" (?CursorImage@Ctrl@Upp@@UAE?AVImage@2@U?$Point_@H@2@K@Z) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual class Upp::Image __thiscall
Upp::Ctrl::CursorImage(struct Upp::Point_<int>,unsigned long
 )" (?CursorImage@Ctrl@Upp@@UAE?AVImage@2@U?$Point_@H@2@K@Z) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual class Upp::Image __thiscall
Upp::Ctrl::CursorImage(struct Upp::Point_<int>,unsigned long
 )" (?CursorImage@Ctrl@Upp@@UAE?AVImage@2@U?$Point_@H@2@K@Z) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual class Upp::Image __thiscall
Upp::Ctrl::CursorImage(struct Upp::Point_<int>,unsigned long
 )" (?CursorImage@Ctrl@Upp@@UAE?AVImage@2@U?$Point_@H@2@K@Z) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual class Upp::Image __thiscall
Upp::Ctrl::CursorImage(struct Upp::Point_<int>,unsigned long
 )" (?CursorImage@Ctrl@Upp@@UAE?AVImage@2@U?$Point_@H@2@K@Z) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual class Upp::Image __thiscall
Upp::Ctrl::CursorImage(struct Upp::Point_<int>,unsigned long
 )" (?CursorImage@Ctrl@Upp@@UAE?AVImage@2@U?$Point_@H@2@K@Z) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual bool __thiscall
Upp::TopWindow::Key(unsigned long,int)" (?Key@TopWindow@Upp@@UAE_NKH@Z)
 non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual bool __thiscall
Upp::TopWindow::Key(unsigned long,int)" (?Key@TopWindow@Upp@@UAE_NKH@Z)
 non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual bool __thiscall
Upp::TopWindow::Key(unsigned long,int)" (?Key@TopWindow@Upp@@UAE_NKH@Z)
 non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual bool __thiscall
Upp::TopWindow::Key(unsigned long,int)" (?Key@TopWindow@Upp@@UAE_NKH@Z)
 non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual bool __thiscall
Upp::TopWindow::Key(unsigned long,int)" (?Key@TopWindow@Upp@@UAE_NKH@Z)
 non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall
Upp::Ctrl::GotFocus(void)" (?GotFocus@Ctrl@Upp@@UAEXXZ) non risolto
$blitz.obj : error LNK2019: riferimento al simbolo esterno "public: virtual void __thiscall
Upp::Ctrl::GotFocus(void)" (?GotFocus@Ctrl@Upp@@UAEXXZ) n
```

```
 on risolto nella funzione "public: void __thiscall Upp::GridCtrl::ClipboardMenu(class Upp::Bar &)"
(?ClipboardMenu@GridCtrl@Upp@@QAEXAAVBar@2@@Z)
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall
Upp::Ctrl::GotFocus(void)" (?GotFocus@Ctrl@Upp@@UAEXXZ) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall
Upp::Ctrl::GotFocus(void)" (?GotFocus@Ctrl@Upp@@UAEXXZ) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall
Upp::Ctrl::GotFocus(void)" (?GotFocus@Ctrl@Upp@@UAEXXZ) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall
Upp::Ctrl::GotFocus(void)" (?GotFocus@Ctrl@Upp@@UAEXXZ) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall
Upp::Ctrl::GotFocus(void)" (?GotFocus@Ctrl@Upp@@UAEXXZ) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall
Upp::Ctrl::GotFocus(void)" (?GotFocus@Ctrl@Upp@@UAEXXZ) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall
Upp::Ctrl::LostFocus(void)" (?LostFocus@Ctrl@Upp@@UAEXXZ) non risolto
$blitz.obj : error LNK2019: riferimento al simbolo esterno "public: virtual void __thiscall
Upp::Ctrl::LostFocus(void)" (?LostFocus@Ctrl@Upp@@UAEXXZ)
  non risolto nella funzione "public: void __thiscall Upp::GridCtrl::PasteAsMenu(class Upp::Bar &)"
(?PasteAsMenu@GridCtrl@Upp@@QAEXAAVBar@2@@Z)
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall
Upp::Ctrl::LostFocus(void)" (?LostFocus@Ctrl@Upp@@UAEXXZ) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall
Upp::Ctrl::LostFocus(void)" (?LostFocus@Ctrl@Upp@@UAEXXZ) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall
Upp::Ctrl::LostFocus(void)" (?LostFocus@Ctrl@Upp@@UAEXXZ) non risolto
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Upp::Ctrl::LostFocus(void)" (?LostFocus@Ctrl@Upp@@UAEXXZ) non risolto
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Upp::Ctrl::LostFocus(void)" (?LostFocus@Ctrl@Upp@@UAEXXZ) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall
Upp::Ctrl::LostFocus(void)" (?LostFocus@Ctrl@Upp@@UAEXXZ) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall
Upp::Ctrl::LostFocus(void)" (?LostFocus@Ctrl@Upp@@UAEXXZ) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual bool __thiscall
Upp::Ctrl::HotKey(unsigned long)" (?HotKey@Ctrl@Upp@@UAE_NK@Z) non risol
 to
$blitz.obj : error LNK2019: riferimento al simbolo esterno "public: virtual bool __thiscall
Upp::Ctrl::HotKey(unsigned long)" (?HotKey@Ctrl@Upp@@UAE_
 NK@Z) non risolto nella funzione "public: void __thiscall Upp::GridCtrl::PasteAsMenu(class
Upp::Bar &)" (?PasteAsMenu@GridCtrl@Upp@@QAEXAAVBar@2@@Z)
$blitz.obj : error LNK2001: simbolo esterno "public: virtual bool __thiscall
Upp::Ctrl::HotKey(unsigned long)" (?HotKey@Ctrl@Upp@@UAE_NK@Z) non risol
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$blitz.obj : error LNK2001: simbolo esterno "public: virtual bool __thiscall
Upp::Ctrl::HotKey(unsigned long)" (?HotKey@Ctrl@Upp@@UAE_NK@Z) non risol
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$blitz.obj : error LNK2001: simbolo esterno "public: virtual bool __thiscall
Upp::Ctrl::HotKey(unsigned long)" (?HotKey@Ctrl@Upp@@UAE_NK@Z) non risol
to
$blitz.obj : error LNK2001: simbolo esterno "public: virtual bool __thiscall
Upp::Ctrl::HotKey(unsigned long)" (?HotKey@Ctrl@Upp@@UAE_NK@Z) non risol
to
$blitz.obj : error LNK2001: simbolo esterno "public: virtual bool __thiscall
Upp::Ctrl::HotKey(unsigned long)" (?HotKey@Ctrl@Upp@@UAE_NK@Z) non risol
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$blitz.obj : error LNK2001: simbolo esterno "public: virtual bool __thiscall
Upp::Ctrl::HotKey(unsigned long)" (?HotKey@Ctrl@Upp@@UAE_NK@Z) non risol
to
$blitz.obj : error LNK2001: simbolo esterno "public: virtual bool __thiscall
Upp::Ctrl::HotKey(unsigned long)" (?HotKey@Ctrl@Upp@@UAE_NK@Z) non risol
to
$blitz.obj : error LNK2001: simbolo esterno "public: virtual unsigned long __thiscall
Upp::Ctrl::GetAccessKeys(void)const " (?GetAccessKeys@Ctrl@Upp@
@UBEKXZ) non risolto
$blitz.obj : error LNK2019: riferimento al simbolo esterno "public: virtual unsigned long __thiscall
Upp::Ctrl::GetAccessKeys(void)const " (?GetAcces
sKeys@Ctrl@Upp@@UBEKXZ) non risolto nella funzione "private: void __thiscall
Upp::GridCtrl::SetClipboard(bool,bool)" (?SetClipboard@GridCtrl@Upp@@AAE
X_N0@Z)
$blitz.obj : error LNK2001: simbolo esterno "public: virtual unsigned long __thiscall
Upp::Ctrl::GetAccessKeys(void)const " (?GetAccessKeys@Ctrl@Upp@
@UBEKXZ) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual unsigned long __thiscall
Upp::Ctrl::GetAccessKeys(void)const " (?GetAccessKeys@Ctrl@Upp@
@UBEKXZ) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual unsigned long __thiscall
Upp::Ctrl::GetAccessKeys(void)const " (?GetAccessKeys@Ctrl@Upp@
@UBEKXZ) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual unsigned long __thiscall
Upp::Ctrl::GetAccessKeys(void)const " (?GetAccessKeys@Ctrl@Upp@
@UBEKXZ) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual unsigned long __thiscall
Upp::Ctrl::GetAccessKeys(void)const " (?GetAccessKeys@Ctrl@Upp@
@UBEKXZ) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual unsigned long __thiscall
Upp::Ctrl::GetAccessKeys(void)const " (?GetAccessKeys@Ctrl@Upp@
@UBEKXZ) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall
Upp::Ctrl::AssignAccessKeys(unsigned long)" (?AssignAccessKeys@Ctrl@Upp@
@UAEXK@Z) non risolto

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$blitz.obj : error LNK2019: riferimento al simbolo esterno "public: virtual void __thiscall
Upp::Ctrl::AssignAccessKeys(unsigned long)" (?AssignAcces
 sKeys@Ctrl@Upp@@UAEXK@Z) non risolto nella funzione "private: void __thiscall
Upp::GridCtrl::SetClipboard(bool,bool)" (?SetClipboard@GridCtrl@Upp@@AA
 EX_N0@Z)
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall
Upp::Ctrl::AssignAccessKeys(unsigned long)" (?AssignAccessKeys@Ctrl@Upp@
 @UAEXK@Z) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall
Upp::Ctrl::AssignAccessKeys(unsigned long)" (?AssignAccessKeys@Ctrl@Upp@
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$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall
Upp::Ctrl::AssignAccessKeys(unsigned long)" (?AssignAccessKeys@Ctrl@Upp@
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$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall
Upp::Ctrl::AssignAccessKeys(unsigned long)" (?AssignAccessKeys@Ctrl@Upp@
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$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall
Upp::Ctrl::AssignAccessKeys(unsigned long)" (?AssignAccessKeys@Ctrl@Upp@
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$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall
Upp::Ctrl::AssignAccessKeys(unsigned long)" (?AssignAccessKeys@Ctrl@Upp@
 @UAEXK@Z) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall
Upp::Ctrl::AssignAccessKeys(unsigned long)" (?AssignAccessKeys@Ctrl@Upp@
 @UAEXK@Z) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall
Upp::Ctrl::PostInput(void)" (?PostInput@Ctrl@Upp@@UAEXXZ) non risolto
$blitz.obj : error LNK2019: riferimento al simbolo esterno "public: virtual void __thiscall
Upp::Ctrl::PostInput(void)" (?PostInput@Ctrl@Upp@@UAEXXZ)
  non risolto nella funzione "private: void __thiscall Upp::GridCtrl::PasteCallbacks(bool)"
(?PasteCallbacks@GridCtrl@Upp@@AAEX_N@Z)
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall
Upp::Ctrl::PostInput(void)" (?PostInput@Ctrl@Upp@@UAEXXZ) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall
Upp::Ctrl::PostInput(void)" (?PostInput@Ctrl@Upp@@UAEXXZ) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall
Upp::Ctrl::PostInput(void)" (?PostInput@Ctrl@Upp@@UAEXXZ) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall
Upp::Ctrl::PostInput(void)" (?PostInput@Ctrl@Upp@@UAEXXZ) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall
Upp::Ctrl::PostInput(void)" (?PostInput@Ctrl@Upp@@UAEXXZ) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall
Upp::Ctrl::PostInput(void)" (?PostInput@Ctrl@Upp@@UAEXXZ) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall
Upp::Ctrl::PostInput(void)" (?PostInput@Ctrl@Upp@@UAEXXZ) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall
Upp::Ctrl::ChildFrameMouseEvent(class Upp::Ctrl *,int,struct Upp::Point_
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<int>,int,unsigned long)"
(?ChildFrameMouseEvent@Ctrl@Upp@@UAEXPAV12@HU?$Point_@H@2@HK@Z) non
risolto
$blitz.obj : error LNK2019: riferimento al simbolo esterno "public: virtual void __thiscall
Upp::Ctrl::ChildFrameMouseEvent(class Upp::Ctrl *,int,str
uct Upp::Point_<int>,int,unsigned long)"
(?ChildFrameMouseEvent@Ctrl@Upp@@UAEXPAV12@HU?$Point_@H@2@HK@Z) non
risolto nella funzione "public: virtual
void __thiscall Upp::GridCtrl::Paint(class Upp::Draw &)"
(?Paint@GridCtrl@Upp@@UAEXAAVDraw@2@@Z)
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall
Upp::Ctrl::ChildFrameMouseEvent(class Upp::Ctrl *,int,struct Upp::Point_
<int>,int,unsigned long)"
(?ChildFrameMouseEvent@Ctrl@Upp@@UAEXPAV12@HU?$Point_@H@2@HK@Z) non
risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall
Upp::Ctrl::ChildFrameMouseEvent(class Upp::Ctrl *,int,struct Upp::Point_
<int>,int,unsigned long)"
(?ChildFrameMouseEvent@Ctrl@Upp@@UAEXPAV12@HU?$Point_@H@2@HK@Z) non
risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall
Upp::Ctrl::ChildFrameMouseEvent(class Upp::Ctrl *,int,struct Upp::Point_
<int>,int,unsigned long)"
(?ChildFrameMouseEvent@Ctrl@Upp@@UAEXPAV12@HU?$Point_@H@2@HK@Z) non
risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall
Upp::Ctrl::ChildFrameMouseEvent(class Upp::Ctrl *,int,struct Upp::Point_
<int>,int,unsigned long)"
(?ChildFrameMouseEvent@Ctrl@Upp@@UAEXPAV12@HU?$Point_@H@2@HK@Z) non
risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall
Upp::Ctrl::ChildFrameMouseEvent(class Upp::Ctrl *,int,struct Upp::Point_
<int>,int,unsigned long)"
(?ChildFrameMouseEvent@Ctrl@Upp@@UAEXPAV12@HU?$Point_@H@2@HK@Z) non
risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall
Upp::Ctrl::ChildFrameMouseEvent(class Upp::Ctrl *,int,struct Upp::Point_
<int>,int,unsigned long)"
(?ChildFrameMouseEvent@Ctrl@Upp@@UAEXPAV12@HU?$Point_@H@2@HK@Z) non
risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall
Upp::Ctrl::ChildFrameMouseEvent(class Upp::Ctrl *,int,struct Upp::Point_
<int>,int,unsigned long)"
(?ChildFrameMouseEvent@Ctrl@Upp@@UAEXPAV12@HU?$Point_@H@2@HK@Z) non
risolto
$blitz.obj : error LNK2019: riferimento al simbolo esterno "public: virtual void __thiscall
Upp::Ctrl::ChildMouseEvent(class Upp::Ctrl *,int,struct U
pp::Point_<int>,int,unsigned long)"

(?ChildMouseEvent@Ctrl@Upp@@UAEXPAV12@HU?$Point_@H@2@HK@Z) non risolto nella funzione "public: __thiscall Johanse
 nCtrl::JohansenCtrl(void)" (??0JohansenCtrl@@QAE@XZ)
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall Upp::Ctrl::ChildMouseEvent(class Upp::Ctrl *,int,struct Upp::Point_<int>
 ,int,unsigned long)"
(?ChildMouseEvent@Ctrl@Upp@@UAEXPAV12@HU?$Point_@H@2@HK@Z) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall Upp::Ctrl::ChildMouseEvent(class Upp::Ctrl *,int,struct Upp::Point_<int>
 ,int,unsigned long)"
(?ChildMouseEvent@Ctrl@Upp@@UAEXPAV12@HU?$Point_@H@2@HK@Z) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall Upp::Ctrl::ChildMouseEvent(class Upp::Ctrl *,int,struct Upp::Point_<int>
 ,int,unsigned long)"
(?ChildMouseEvent@Ctrl@Upp@@UAEXPAV12@HU?$Point_@H@2@HK@Z) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall Upp::Ctrl::ChildMouseEvent(class Upp::Ctrl *,int,struct Upp::Point_<int>
 ,int,unsigned long)"
(?ChildMouseEvent@Ctrl@Upp@@UAEXPAV12@HU?$Point_@H@2@HK@Z) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall Upp::Ctrl::ChildMouseEvent(class Upp::Ctrl *,int,struct Upp::Point_<int>
 ,int,unsigned long)"
(?ChildMouseEvent@Ctrl@Upp@@UAEXPAV12@HU?$Point_@H@2@HK@Z) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall Upp::Ctrl::ChildMouseEvent(class Upp::Ctrl *,int,struct Upp::Point_<int>
 ,int,unsigned long)"
(?ChildMouseEvent@Ctrl@Upp@@UAEXPAV12@HU?$Point_@H@2@HK@Z) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall Upp::Ctrl::ChildMouseEvent(class Upp::Ctrl *,int,struct Upp::Point_<int>
 ,int,unsigned long)"
(?ChildMouseEvent@Ctrl@Upp@@UAEXPAV12@HU?$Point_@H@2@HK@Z) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall Upp::TopWindow::ChildGotFocus(void)" (?ChildGotFocus@TopWindow@Upp@@UAEX
 XZ) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall Upp::TopWindow::ChildGotFocus(void)" (?ChildGotFocus@TopWindow@Upp@@UAEX
 XZ) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall Upp::TopWindow::ChildGotFocus(void)" (?ChildGotFocus@TopWindow@Upp@@UAEX
 XZ) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall Upp::TopWindow::ChildGotFocus(void)" (?ChildGotFocus@TopWindow@Upp@@UAEX
 XZ) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall

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Upp::TopWindow::ChildGotFocus(void)" (?ChildGotFocus@TopWindow@Upp@@UAEX
 XZ) non risolto
$blitz.obj : error LNK2019: riferimento al simbolo esterno "public: virtual void __thiscall
Upp::Ctrl::ChildLostFocus(void)" (?ChildLostFocus@Ctrl@Up
 p@@UAEXXZ) non risolto nella funzione "public: __thiscall JohansenCtrl::JohansenCtrl(void)"
(??0JohansenCtrl@@QAE@XZ)
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall
Upp::Ctrl::ChildLostFocus(void)" (?ChildLostFocus@Ctrl@Upp@@UAEXXZ) non
 risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall
Upp::Ctrl::ChildLostFocus(void)" (?ChildLostFocus@Ctrl@Upp@@UAEXXZ) non
 risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall
Upp::Ctrl::ChildLostFocus(void)" (?ChildLostFocus@Ctrl@Upp@@UAEXXZ) non
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Upp::Ctrl::ChildLostFocus(void)" (?ChildLostFocus@Ctrl@Upp@@UAEXXZ) non
 risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall
Upp::Ctrl::ChildLostFocus(void)" (?ChildLostFocus@Ctrl@Upp@@UAEXXZ) non
 risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall
Upp::Ctrl::ChildLostFocus(void)" (?ChildLostFocus@Ctrl@Upp@@UAEXXZ) non
 risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall
Upp::Ctrl::ChildLostFocus(void)" (?ChildLostFocus@Ctrl@Upp@@UAEXXZ) non
 risolto
$blitz.obj : error LNK2019: riferimento al simbolo esterno "public: virtual void __thiscall
Upp::Ctrl::ChildAdded(class Upp::Ctrl *)" (?ChildAdded@Ct
 rl@Upp@@UAEXPAV12@@Z) non risolto nella funzione "public: __thiscall
JohansenCtrl::JohansenCtrl(void)" (??0JohansenCtrl@@QAE@XZ)
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall
Upp::Ctrl::ChildAdded(class Upp::Ctrl *)" (?ChildAdded@Ctrl@Upp@@UAEXPAV
 12@@Z) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall
Upp::Ctrl::ChildAdded(class Upp::Ctrl *)" (?ChildAdded@Ctrl@Upp@@UAEXPAV
 12@@Z) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall
Upp::Ctrl::ChildAdded(class Upp::Ctrl *)" (?ChildAdded@Ctrl@Upp@@UAEXPAV
 12@@Z) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall
Upp::Ctrl::ChildAdded(class Upp::Ctrl *)" (?ChildAdded@Ctrl@Upp@@UAEXPAV
 12@@Z) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall
Upp::Ctrl::ChildAdded(class Upp::Ctrl *)" (?ChildAdded@Ctrl@Upp@@UAEXPAV
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12@@Z) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall
Upp::Ctrl::ChildAdded(class Upp::Ctrl *)" (?ChildAdded@Ctrl@Upp@@UAEXPAV
12@@Z) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall
Upp::Ctrl::ChildAdded(class Upp::Ctrl *)" (?ChildAdded@Ctrl@Upp@@UAEXPAV
12@@Z) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall
Upp::Ctrl::ChildAdded(class Upp::Ctrl *)" (?ChildAdded@Ctrl@Upp@@UAEXPAV
12@@Z) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall
Upp::Ctrl::ChildRemoved(class Upp::Ctrl *)" (?ChildRemoved@Ctrl@Upp@@UAE
XPAV12@@Z) non risolto
$blitz.obj : error LNK2019: riferimento al simbolo esterno "public: virtual void __thiscall
Upp::Ctrl::ChildRemoved(class Upp::Ctrl *)" (?ChildRemove
d@Ctrl@Upp@@UAEXPAV12@@Z) non risolto nella funzione "public: virtual void __thiscall
Upp::GridCtrl::Paint(class Upp::Draw &)" (?Paint@GridCtrl@Upp@@
UAEXAAVDraw@2@@Z)
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall
Upp::Ctrl::ChildRemoved(class Upp::Ctrl *)" (?ChildRemoved@Ctrl@Upp@@UAE
XPAV12@@Z) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall
Upp::Ctrl::ChildRemoved(class Upp::Ctrl *)" (?ChildRemoved@Ctrl@Upp@@UAE
XPAV12@@Z) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall
Upp::Ctrl::ChildRemoved(class Upp::Ctrl *)" (?ChildRemoved@Ctrl@Upp@@UAE
XPAV12@@Z) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall
Upp::Ctrl::ChildRemoved(class Upp::Ctrl *)" (?ChildRemoved@Ctrl@Upp@@UAE
XPAV12@@Z) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall
Upp::Ctrl::ChildRemoved(class Upp::Ctrl *)" (?ChildRemoved@Ctrl@Upp@@UAE
XPAV12@@Z) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall
Upp::Ctrl::ChildRemoved(class Upp::Ctrl *)" (?ChildRemoved@Ctrl@Upp@@UAE
XPAV12@@Z) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall
Upp::Ctrl::ChildRemoved(class Upp::Ctrl *)" (?ChildRemoved@Ctrl@Upp@@UAE
XPAV12@@Z) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall
Upp::Ctrl::ParentChange(void)" (?ParentChange@Ctrl@Upp@@UAEXXZ) non riso
lto
$blitz.obj : error LNK2019: riferimento al simbolo esterno "public: virtual void __thiscall
Upp::Ctrl::ParentChange(void)" (?ParentChange@Ctrl@Upp@@U
AEXXZ) non risolto nella funzione "public: virtual void __thiscall Upp::GridCtrl::Paint(class
Upp::Draw &)" (?Paint@GridCtrl@Upp@@UAEXAAVDraw@2@@Z)
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall
Upp::Ctrl::ParentChange(void)" (?ParentChange@Ctrl@Upp@@UAEXXZ) non riso

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 lto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall
Upp::Ctrl::ParentChange(void)" (?ParentChange@Ctrl@Upp@@UAEXXZ) non riso
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$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall
Upp::Ctrl::ParentChange(void)" (?ParentChange@Ctrl@Upp@@UAEXXZ) non riso
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$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall
Upp::Ctrl::ParentChange(void)" (?ParentChange@Ctrl@Upp@@UAEXXZ) non riso
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Upp::Ctrl::ParentChange(void)" (?ParentChange@Ctrl@Upp@@UAEXXZ) non riso
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$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall
Upp::Ctrl::ParentChange(void)" (?ParentChange@Ctrl@Upp@@UAEXXZ) non riso
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$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall
Upp::Ctrl::ParentChange(void)" (?ParentChange@Ctrl@Upp@@UAEXXZ) non riso
 lto
$blitz.obj : error LNK2019: riferimento al simbolo esterno "public: virtual void __thiscall
Upp::Ctrl::State(int)" (?State@Ctrl@Upp@@UAEXH@Z) non ris
 olto nella funzione "public: __thiscall JohansenCtrl::JohansenCtrl(void)"
(??0JohansenCtrl@@QAE@XZ)
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall Upp::Ctrl::State(int)"
(?State@Ctrl@Upp@@UAEXH@Z) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall Upp::Ctrl::State(int)"
(?State@Ctrl@Upp@@UAEXH@Z) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall Upp::Ctrl::State(int)"
(?State@Ctrl@Upp@@UAEXH@Z) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall Upp::Ctrl::State(int)"
(?State@Ctrl@Upp@@UAEXH@Z) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall Upp::Ctrl::State(int)"
(?State@Ctrl@Upp@@UAEXH@Z) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall Upp::Ctrl::State(int)"
(?State@Ctrl@Upp@@UAEXH@Z) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall Upp::Ctrl::State(int)"
(?State@Ctrl@Upp@@UAEXH@Z) non risolto
$blitz.obj : error LNK2019: riferimento al simbolo esterno "public: virtual void __thiscall
Upp::Ctrl::Layout(void)" (?Layout@Ctrl@Upp@@UAEXXZ) non r
 isolto nella funzione "public: __thiscall JohansenCtrl::JohansenCtrl(void)"
(??0JohansenCtrl@@QAE@XZ)
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall Upp::Ctrl::Layout(void)"
(?Layout@Ctrl@Upp@@UAEXXZ) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall Upp::Ctrl::Layout(void)"
(?Layout@Ctrl@Upp@@UAEXXZ) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall Upp::Ctrl::Layout(void)"
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(?Layout@Ctrl@Upp@@UAEXXZ) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall Upp::Ctrl::Layout(void)"
(?Layout@Ctrl@Upp@@UAEXXZ) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall Upp::Ctrl::Layout(void)"
(?Layout@Ctrl@Upp@@UAEXXZ) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall Upp::Ctrl::Layout(void)"
(?Layout@Ctrl@Upp@@UAEXXZ) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall Upp::Ctrl::Layout(void)"
(?Layout@Ctrl@Upp@@UAEXXZ) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual struct Upp::Size_<int> __thiscall
Upp::TopWindow::GetMinSize(void)const " (?GetMinSize@T
 opWindow@Upp@@UBE?AU?$Size_@H@2@XZ) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual struct Upp::Size_<int> __thiscall
Upp::TopWindow::GetMinSize(void)const " (?GetMinSize@T
 opWindow@Upp@@UBE?AU?$Size_@H@2@XZ) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual struct Upp::Size_<int> __thiscall
Upp::TopWindow::GetMinSize(void)const " (?GetMinSize@T
 opWindow@Upp@@UBE?AU?$Size_@H@2@XZ) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual struct Upp::Size_<int> __thiscall
Upp::TopWindow::GetMinSize(void)const " (?GetMinSize@T
 opWindow@Upp@@UBE?AU?$Size_@H@2@XZ) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual struct Upp::Size_<int> __thiscall
Upp::TopWindow::GetMinSize(void)const " (?GetMinSize@T
 opWindow@Upp@@UBE?AU?$Size_@H@2@XZ) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual struct Upp::Size_<int> __thiscall
Upp::TopWindow::GetStdSize(void)const " (?GetStdSize@T
 opWindow@Upp@@UBE?AU?$Size_@H@2@XZ) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual struct Upp::Size_<int> __thiscall
Upp::TopWindow::GetStdSize(void)const " (?GetStdSize@T
 opWindow@Upp@@UBE?AU?$Size_@H@2@XZ) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual struct Upp::Size_<int> __thiscall
Upp::TopWindow::GetStdSize(void)const " (?GetStdSize@T
 opWindow@Upp@@UBE?AU?$Size_@H@2@XZ) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual struct Upp::Size_<int> __thiscall
Upp::TopWindow::GetStdSize(void)const " (?GetStdSize@T
 opWindow@Upp@@UBE?AU?$Size_@H@2@XZ) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual struct Upp::Size_<int> __thiscall
Upp::TopWindow::GetStdSize(void)const " (?GetStdSize@T
 opWindow@Upp@@UBE?AU?$Size_@H@2@XZ) non risolto
$blitz.obj : error LNK2019: riferimento al simbolo esterno "public: virtual struct Upp::Size_<int>
__thiscall Upp::Ctrl::GetMaxSize(void)const " (?Ge
 tMaxSize@Ctrl@Upp@@UBE?AU?$Size_@H@2@XZ) non risolto nella funzione
__ehhandler$??0JohansenCtrl@@QAE@XZ
$blitz.obj : error LNK2001: simbolo esterno "public: virtual struct Upp::Size_<int> __thiscall
Upp::Ctrl::GetMaxSize(void)const " (?GetMaxSize@Ctrl@U
 pp@@UBE?AU?$Size_@H@2@XZ) non risolto

$blitz.obj : error LNK2001: simbolo esterno "public: virtual struct Upp::Size_<int> __thiscall Upp::Ctrl::GetMaxSize(void)const " (?GetMaxSize@Ctrl@U
pp@@UBE?AU?$Size_@H@2@XZ) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual struct Upp::Size_<int> __thiscall Upp::Ctrl::GetMaxSize(void)const " (?GetMaxSize@Ctrl@U
pp@@UBE?AU?$Size_@H@2@XZ) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual struct Upp::Size_<int> __thiscall Upp::Ctrl::GetMaxSize(void)const " (?GetMaxSize@Ctrl@U
pp@@UBE?AU?$Size_@H@2@XZ) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual struct Upp::Size_<int> __thiscall Upp::Ctrl::GetMaxSize(void)const " (?GetMaxSize@Ctrl@U
pp@@UBE?AU?$Size_@H@2@XZ) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual struct Upp::Size_<int> __thiscall Upp::Ctrl::GetMaxSize(void)const " (?GetMaxSize@Ctrl@U
pp@@UBE?AU?$Size_@H@2@XZ) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual struct Upp::Size_<int> __thiscall Upp::Ctrl::GetMaxSize(void)const " (?GetMaxSize@Ctrl@U
pp@@UBE?AU?$Size_@H@2@XZ) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual bool __thiscall Upp::TopWindow::IsShowEnabled(void)const " (?IsShowEnabled@TopWindow@Upp
@@UBE_NXZ) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual bool __thiscall Upp::TopWindow::IsShowEnabled(void)const " (?IsShowEnabled@TopWindow@Upp
@@UBE_NXZ) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual bool __thiscall Upp::TopWindow::IsShowEnabled(void)const " (?IsShowEnabled@TopWindow@Upp
@@UBE_NXZ) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual bool __thiscall Upp::TopWindow::IsShowEnabled(void)const " (?IsShowEnabled@TopWindow@Upp
@@UBE_NXZ) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual bool __thiscall Upp::TopWindow::IsShowEnabled(void)const " (?IsShowEnabled@TopWindow@Upp
@@UBE_NXZ) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual struct Upp::Rect_<int> __thiscall Upp::Ctrl::GetOpaqueRect(void)const " (?GetOpaqueRect@
Ctrl@Upp@@UBE?AU?$Rect_@H@2@XZ) non risolto
$blitz.obj : error LNK2019: riferimento al simbolo esterno "public: virtual struct Upp::Rect_<int> __thiscall Upp::Ctrl::GetOpaqueRect(void)const " (
?GetOpaqueRect@Ctrl@Upp@@UBE?AU?$Rect_@H@2@XZ) non risolto nella funzione "public: virtual void __thiscall Upp::GridCtrl::MouseMove(struct Upp::Point
<int>,unsigned long)" (?MouseMove@GridCtrl@Upp@@UAEXU?$Point@H@2@K@Z)
$blitz.obj : error LNK2001: simbolo esterno "public: virtual struct Upp::Rect_<int> __thiscall Upp::Ctrl::GetOpaqueRect(void)const " (?GetOpaqueRect@
Ctrl@Upp@@UBE?AU?$Rect_@H@2@XZ) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual struct Upp::Rect_<int> __thiscall

Upp::Ctrl::GetOpaqueRect(void)const " (?GetOpaqueRect@
 Ctrl@Upp@@UBE?AU?$Rect_@H@2@XZ) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual struct Upp::Rect_<int> __thiscall
Upp::Ctrl::GetOpaqueRect(void)const " (?GetOpaqueRect@
 Ctrl@Upp@@UBE?AU?$Rect_@H@2@XZ) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual struct Upp::Rect_<int> __thiscall
Upp::Ctrl::GetOpaqueRect(void)const " (?GetOpaqueRect@
 Ctrl@Upp@@UBE?AU?$Rect_@H@2@XZ) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual struct Upp::Rect_<int> __thiscall
Upp::Ctrl::GetOpaqueRect(void)const " (?GetOpaqueRect@
 Ctrl@Upp@@UBE?AU?$Rect_@H@2@XZ) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual struct Upp::Rect_<int> __thiscall
Upp::Ctrl::GetOpaqueRect(void)const " (?GetOpaqueRect@
 Ctrl@Upp@@UBE?AU?$Rect_@H@2@XZ) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual struct Upp::Rect_<int> __thiscall
Upp::Ctrl::GetOpaqueRect(void)const " (?GetOpaqueRect@
 Ctrl@Upp@@UBE?AU?$Rect_@H@2@XZ) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual struct Upp::Rect_<int> __thiscall
Upp::Ctrl::GetVoidRect(void)const " (?GetVoidRect@Ctrl
 @Upp@@UBE?AU?$Rect_@H@2@XZ) non risolto
$blitz.obj : error LNK2019: riferimento al simbolo esterno "public: virtual struct Upp::Rect_<int>
__thiscall Upp::Ctrl::GetVoidRect(void)const " (?G
 etVoidRect@Ctrl@Upp@@UBE?AU?$Rect_@H@2@XZ) non risolto nella funzione "public:
virtual void __thiscall Upp::GridCtrl::MouseMove(struct Upp::Point_<in
 t>,unsigned long)" (?MouseMove@GridCtrl@Upp@@UAEXU?$Point_@H@2@K@Z)
$blitz.obj : error LNK2001: simbolo esterno "public: virtual struct Upp::Rect_<int> __thiscall
Upp::Ctrl::GetVoidRect(void)const " (?GetVoidRect@Ctrl
 @Upp@@UBE?AU?$Rect_@H@2@XZ) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual struct Upp::Rect_<int> __thiscall
Upp::Ctrl::GetVoidRect(void)const " (?GetVoidRect@Ctrl
 @Upp@@UBE?AU?$Rect_@H@2@XZ) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual struct Upp::Rect_<int> __thiscall
Upp::Ctrl::GetVoidRect(void)const " (?GetVoidRect@Ctrl
 @Upp@@UBE?AU?$Rect_@H@2@XZ) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual struct Upp::Rect_<int> __thiscall
Upp::Ctrl::GetVoidRect(void)const " (?GetVoidRect@Ctrl
 @Upp@@UBE?AU?$Rect_@H@2@XZ) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual struct Upp::Rect_<int> __thiscall
Upp::Ctrl::GetVoidRect(void)const " (?GetVoidRect@Ctrl
 @Upp@@UBE?AU?$Rect_@H@2@XZ) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual struct Upp::Rect_<int> __thiscall
Upp::Ctrl::GetVoidRect(void)const " (?GetVoidRect@Ctrl
 @Upp@@UBE?AU?$Rect_@H@2@XZ) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall Upp::Ctrl::Updated(void)"
(?Updated@Ctrl@Upp@@UAEXXZ) non risolto

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$blitz.obj : error LNK2019: riferimento al simbolo esterno "public: virtual void __thiscall
Upp::Ctrl::Updated(void)" (?Updated@Ctrl@Upp@@UAEXXZ) non
  risolto nella funzione "public: virtual void __thiscall Upp::GridCtrl::MouseMove(struct
Upp::Point_<int>,unsigned long)" (?MouseMove@GridCtrl@Upp@@U
 AEXU?$Point_@H@2@K@Z)
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall Upp::Ctrl::Updated(void)"
(?Updated@Ctrl@Upp@@UAEXXZ) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall Upp::Ctrl::Updated(void)"
(?Updated@Ctrl@Upp@@UAEXXZ) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall Upp::Ctrl::Updated(void)"
(?Updated@Ctrl@Upp@@UAEXXZ) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall Upp::Ctrl::Updated(void)"
(?Updated@Ctrl@Upp@@UAEXXZ) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall Upp::Ctrl::Updated(void)"
(?Updated@Ctrl@Upp@@UAEXXZ) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall Upp::Ctrl::Updated(void)"
(?Updated@Ctrl@Upp@@UAEXXZ) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall Upp::Ctrl::Updated(void)"
(?Updated@Ctrl@Upp@@UAEXXZ) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall
Upp::TopWindow::Close(void)" (?Close@TopWindow@Upp@@UAEXXZ) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall
Upp::TopWindow::Close(void)" (?Close@TopWindow@Upp@@UAEXXZ) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall
Upp::TopWindow::Close(void)" (?Close@TopWindow@Upp@@UAEXXZ) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall
Upp::TopWindow::Close(void)" (?Close@TopWindow@Upp@@UAEXXZ) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall
Upp::TopWindow::Close(void)" (?Close@TopWindow@Upp@@UAEXXZ) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual bool __thiscall
Upp::Ctrl::IsOcxChild(void)" (?IsOcxChild@Ctrl@Upp@@UAE_NXZ) non risolto

$blitz.obj : error LNK2019: riferimento al simbolo esterno "public: virtual bool __thiscall
Upp::Ctrl::IsOcxChild(void)" (?IsOcxChild@Ctrl@Upp@@UAE_N
 XZ) non risolto nella funzione "public: virtual void __thiscall Upp::GridCtrl::MouseMove(struct
Upp::Point_<int>,unsigned long)" (?MouseMove@GridCtrl
 @Upp@@UAEXU?$Point_@H@2@K@Z)
$blitz.obj : error LNK2001: simbolo esterno "public: virtual bool __thiscall
Upp::Ctrl::IsOcxChild(void)" (?IsOcxChild@Ctrl@Upp@@UAE_NXZ) non risolto

$blitz.obj : error LNK2001: simbolo esterno "public: virtual bool __thiscall
Upp::Ctrl::IsOcxChild(void)" (?IsOcxChild@Ctrl@Upp@@UAE_NXZ) non risolto

$blitz.obj : error LNK2001: simbolo esterno "public: virtual bool __thiscall
Upp::Ctrl::IsOcxChild(void)" (?IsOcxChild@Ctrl@Upp@@UAE_NXZ) non risolto

$blitz.obj : error LNK2001: simbolo esterno "public: virtual bool __thiscall
Upp::Ctrl::IsOcxChild(void)" (?IsOcxChild@Ctrl@Upp@@UAE_NXZ) non risolto
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$blitz.obj : error LNK2001: simbolo esterno "public: virtual bool __thiscall
Upp::Ctrl::IsOcxChild(void)" (?IsOcxChild@Ctrl@Upp@@UAE_NXZ) non risolto

$blitz.obj : error LNK2001: simbolo esterno "public: virtual bool __thiscall
Upp::Ctrl::IsOcxChild(void)" (?IsOcxChild@Ctrl@Upp@@UAE_NXZ) non risolto

$blitz.obj : error LNK2001: simbolo esterno "public: virtual bool __thiscall
Upp::Ctrl::IsOcxChild(void)" (?IsOcxChild@Ctrl@Upp@@UAE_NXZ) non risolto

$blitz.obj : error LNK2019: riferimento al simbolo esterno "public: virtual class Upp::String
__thiscall Upp::TopWindow::GetDesc(void)const " (?GetDe
 sc@TopWindow@Upp@@UBE?AVString@2@XZ) non risolto nella funzione "public: void
__thiscall Upp::SqlCtrls::Add(class Upp::SqlId,class Upp::Ctrl &)" (?Ad
 d@SqlCtrls@Upp@@QAEXVSqlId@2@AAVCtrl@2@@Z)
$blitz.obj : error LNK2001: simbolo esterno "public: virtual class Upp::String __thiscall
Upp::TopWindow::GetDesc(void)const " (?GetDesc@TopWindow@Up
 p@@UBE?AVString@2@XZ) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual class Upp::String __thiscall
Upp::TopWindow::GetDesc(void)const " (?GetDesc@TopWindow@Up
 p@@UBE?AVString@2@XZ) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual class Upp::String __thiscall
Upp::TopWindow::GetDesc(void)const " (?GetDesc@TopWindow@Up
 p@@UBE?AVString@2@XZ) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual class Upp::String __thiscall
Upp::TopWindow::GetDesc(void)const " (?GetDesc@TopWindow@Up
 p@@UBE?AVString@2@XZ) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall Upp::Ctrl::Dump(class
Upp::Stream &)const " (?Dump@Ctrl@Upp@@UBEXAAVStre
 am@2@@Z) non risolto
$blitz.obj : error LNK2019: riferimento al simbolo esterno "public: virtual void __thiscall
Upp::Ctrl::Dump(class Upp::Stream &)const " (?Dump@Ctrl@U
 pp@@UBEXAAVStream@2@@Z) non risolto nella funzione "public: virtual void __thiscall
Upp::GridCtrl::LeftUp(struct Upp::Point_<int>,unsigned long)" (?L
 eftUp@GridCtrl@Upp@@UAEXU?$Point_@H@2@K@Z)
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall Upp::Ctrl::Dump(class
Upp::Stream &)const " (?Dump@Ctrl@Upp@@UBEXAAVStre
 am@2@@Z) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall Upp::Ctrl::Dump(class
Upp::Stream &)const " (?Dump@Ctrl@Upp@@UBEXAAVStre
 am@2@@Z) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall Upp::Ctrl::Dump(class
Upp::Stream &)const " (?Dump@Ctrl@Upp@@UBEXAAVStre
 am@2@@Z) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall Upp::Ctrl::Dump(class
Upp::Stream &)const " (?Dump@Ctrl@Upp@@UBEXAAVStre
 am@2@@Z) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall Upp::Ctrl::Dump(class
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Upp::Stream &)const " (?Dump@Ctrl@Upp@@UBEXAAVStre
 am@2@@Z) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall Upp::Ctrl::Dump(class
Upp::Stream &)const " (?Dump@Ctrl@Upp@@UBEXAAVStre
 am@2@@Z) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall Upp::Ctrl::Dump(class
Upp::Stream &)const " (?Dump@Ctrl@Upp@@UBEXAAVStre
 am@2@@Z) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall
Upp::Ctrl::Dump(void)const " (?Dump@Ctrl@Upp@@UBEXXZ) non risolto
$blitz.obj : error LNK2019: riferimento al simbolo esterno "public: virtual void __thiscall
Upp::Ctrl::Dump(void)const " (?Dump@Ctrl@Upp@@UBEXXZ) non
  risolto nella funzione "public: virtual void __thiscall Upp::GridCtrl::LeftDouble(struct
Upp::Point_<int>,unsigned long)" (?LeftDouble@GridCtrl@Upp@
 @UAEXU?$Point_@H@2@K@Z)
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall
Upp::Ctrl::Dump(void)const " (?Dump@Ctrl@Upp@@UBEXXZ) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall
Upp::Ctrl::Dump(void)const " (?Dump@Ctrl@Upp@@UBEXXZ) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall
Upp::Ctrl::Dump(void)const " (?Dump@Ctrl@Upp@@UBEXXZ) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall
Upp::Ctrl::Dump(void)const " (?Dump@Ctrl@Upp@@UBEXXZ) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall
Upp::Ctrl::Dump(void)const " (?Dump@Ctrl@Upp@@UBEXXZ) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall
Upp::Ctrl::Dump(void)const " (?Dump@Ctrl@Upp@@UBEXXZ) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall
Upp::Ctrl::Dump(void)const " (?Dump@Ctrl@Upp@@UBEXXZ) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall
Upp::TopWindow::ShutdownWindow(void)" (?ShutdownWindow@TopWindow@Upp@@UA
 EXXZ) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall
Upp::TopWindow::ShutdownWindow(void)" (?ShutdownWindow@TopWindow@Upp@@UA
 EXXZ) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall
Upp::TopWindow::ShutdownWindow(void)" (?ShutdownWindow@TopWindow@Upp@@UA
 EXXZ) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall
Upp::TopWindow::ShutdownWindow(void)" (?ShutdownWindow@TopWindow@Upp@@UA
 EXXZ) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall
Upp::TopWindow::ShutdownWindow(void)" (?ShutdownWindow@TopWindow@Upp@@UA
 EXXZ) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: void __thiscall Upp::Ctrl::AddChild(class
Upp::Ctrl *)" (?AddChild@Ctrl@Upp@@QAEXPAV12@@Z) non r
 isolto
$blitz.obj : error LNK2001: simbolo esterno "public: void __thiscall Upp::Ctrl::AddChild(class
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Upp::Ctrl *)" (?AddChild@Ctrl@Upp@@QAEXPAV12@@Z) non r
 isolto
$blitz.obj : error LNK2001: simbolo esterno "public: void __thiscall Upp::Ctrl::AddChild(class
Upp::Ctrl *)" (?AddChild@Ctrl@Upp@@QAEXPAV12@@Z) non r
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$blitz.obj : error LNK2001: simbolo esterno "public: void __thiscall Upp::Ctrl::AddChild(class
Upp::Ctrl *)" (?AddChild@Ctrl@Upp@@QAEXPAV12@@Z) non r
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$blitz.obj : error LNK2001: simbolo esterno "public: void __thiscall Upp::Ctrl::AddChild(class
Upp::Ctrl *)" (?AddChild@Ctrl@Upp@@QAEXPAV12@@Z) non r
 isolto
$blitz.obj : error LNK2019: riferimento al simbolo esterno "public: void __thiscall
Upp::Ctrl::AddChild(class Upp::Ctrl *)" (?AddChild@Ctrl@Upp@@QAEX
 PAV12@@Z) non risolto nella funzione "public: void __thiscall Upp::Ctrl::Add(class Upp::Ctrl &)"
(?Add@Ctrl@Upp@@QAEXAAV12@@Z)
$blitz.obj : error LNK2001: simbolo esterno "public: void __thiscall Upp::Ctrl::AddChild(class
Upp::Ctrl *)" (?AddChild@Ctrl@Upp@@QAEXPAV12@@Z) non r
 isolto
$blitz.obj : error LNK2001: simbolo esterno "public: void __thiscall Upp::Ctrl::AddChild(class
Upp::Ctrl *)" (?AddChild@Ctrl@Upp@@QAEXPAV12@@Z) non r
 isolto
$blitz.obj : error LNK2001: simbolo esterno "public: void __thiscall Upp::Ctrl::AddChild(class
Upp::Ctrl *)" (?AddChild@Ctrl@Upp@@QAEXPAV12@@Z) non r
 isolto
$blitz.obj : error LNK2019: riferimento al simbolo esterno "public: class Upp::TopWindow &
__thiscall Upp::TopWindow::MaximizeBox(bool)" (?MaximizeBo
 x@TopWindow@Upp@@QAEAAV12@_N@Z) non risolto nella funzione "public: class
Upp::TopWindow & __thiscall Upp::TopWindow::Zoomable(bool)" (?Zoomable@TopW
 indow@Upp@@QAEAAV12@_N@Z)
$blitz.obj : error LNK2001: simbolo esterno "public: class Upp::TopWindow & __thiscall
Upp::TopWindow::MaximizeBox(bool)" (?MaximizeBox@TopWindow@Upp
 @@QAEAAV12@_N@Z) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: class Upp::TopWindow & __thiscall
Upp::TopWindow::MaximizeBox(bool)" (?MaximizeBox@TopWindow@Upp
 @@QAEAAV12@_N@Z) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: class Upp::TopWindow & __thiscall
Upp::TopWindow::MaximizeBox(bool)" (?MaximizeBox@TopWindow@Upp
 @@QAEAAV12@_N@Z) non risolto
$blitz.obj : error LNK2019: riferimento al simbolo esterno "public: class Upp::TopWindow &
__thiscall Upp::TopWindow::MinimizeBox(bool)" (?MinimizeBo
 x@TopWindow@Upp@@QAEAAV12@_N@Z) non risolto nella funzione "public: class
Upp::TopWindow & __thiscall Upp::TopWindow::Zoomable(bool)" (?Zoomable@
 TopWindow@Upp@@QAEAAV12@_N@Z)
$blitz.obj : error LNK2001: simbolo esterno "public: class Upp::TopWindow & __thiscall
Upp::TopWindow::MinimizeBox(bool)" (?MinimizeBox@TopWindow@Upp
 @@QAEAAV12@_N@Z) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: class Upp::TopWindow & __thiscall
Upp::TopWindow::MinimizeBox(bool)" (?MinimizeBox@TopWindow@Upp

```
 @@QAEAAV12@_N@Z) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual __thiscall Upp::Ctrl::~Ctrl(void)"
(??1Ctrl@Upp@@UAE@XZ) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual __thiscall Upp::Ctrl::~Ctrl(void)"
(??1Ctrl@Upp@@UAE@XZ) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual __thiscall Upp::Ctrl::~Ctrl(void)"
(??1Ctrl@Upp@@UAE@XZ) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual __thiscall Upp::Ctrl::~Ctrl(void)"
(??1Ctrl@Upp@@UAE@XZ) non risolto
$blitz.obj : error LNK2019: riferimento al simbolo esterno "public: virtual __thiscall
Upp::Ctrl::~Ctrl(void)" (??1Ctrl@Upp@@UAE@XZ) non risolto nell
 a funzione "private: bool __thiscall Combiner::Combine(int,int)"
(?Combine@Combiner@@AAE_NHH@Z)
$blitz.obj : error LNK2001: simbolo esterno "public: virtual __thiscall Upp::Ctrl::~Ctrl(void)"
(??1Ctrl@Upp@@UAE@XZ) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual __thiscall Upp::Ctrl::~Ctrl(void)"
(??1Ctrl@Upp@@UAE@XZ) non risolto
main.obj : error LNK2001: simbolo esterno "public: virtual __thiscall Upp::Ctrl::~Ctrl(void)"
(??1Ctrl@Upp@@UAE@XZ) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual __thiscall Upp::Ctrl::~Ctrl(void)"
(??1Ctrl@Upp@@UAE@XZ) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual __thiscall Upp::Ctrl::~Ctrl(void)"
(??1Ctrl@Upp@@UAE@XZ) non risolto
$blitz.obj : error LNK2019: riferimento al simbolo esterno "public: void __thiscall
Upp::Ctrl::Show(bool)" (?Show@Ctrl@Upp@@QAEX_N@Z) non risolto nel
 la funzione "bool __cdecl Upp::Print0(class Upp::Report &,int,char const *,bool)"
(?Print0@Upp@@YA_NAAVReport@1@HPBD_N@Z)
$blitz.obj : error LNK2001: simbolo esterno "public: void __thiscall Upp::Ctrl::Show(bool)"
(?Show@Ctrl@Upp@@QAEX_N@Z) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: void __thiscall Upp::Ctrl::Show(bool)"
(?Show@Ctrl@Upp@@QAEX_N@Z) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: void __thiscall Upp::Ctrl::Show(bool)"
(?Show@Ctrl@Upp@@QAEX_N@Z) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: void __thiscall Upp::Ctrl::Show(bool)"
(?Show@Ctrl@Upp@@QAEX_N@Z) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: void __thiscall Upp::Ctrl::Show(bool)"
(?Show@Ctrl@Upp@@QAEX_N@Z) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: void __thiscall Upp::Ctrl::Show(bool)"
(?Show@Ctrl@Upp@@QAEX_N@Z) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: __thiscall
Upp::TopWindow::TopWindow(void)" (??0TopWindow@Upp@@QAE@XZ) non risolto
$blitz.obj : error LNK2019: riferimento al simbolo esterno "public: __thiscall
Upp::TopWindow::TopWindow(void)" (??0TopWindow@Upp@@QAE@XZ) non risolt
 o nella funzione "public: __thiscall WithSTALayout<class
Upp::TopWindow>::WithSTALayout<class Upp::TopWindow>(void)"
(??0?$WithSTALayout@VTopWindow@U
 pp@@@@QAE@XZ)
$blitz.obj : error LNK2001: simbolo esterno "public: __thiscall
```

```
Upp::TopWindow::TopWindow(void)" (??0TopWindow@Upp@@QAE@XZ) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: __thiscall
Upp::TopWindow::TopWindow(void)" (??0TopWindow@Upp@@QAE@XZ) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: __thiscall
Upp::TopWindow::TopWindow(void)" (??0TopWindow@Upp@@QAE@XZ) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual __thiscall
Upp::TopWindow::~TopWindow(void)" (??1TopWindow@Upp@@UAE@XZ) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual __thiscall
Upp::TopWindow::~TopWindow(void)" (??1TopWindow@Upp@@UAE@XZ) non risolto
$blitz.obj : error LNK2019: riferimento al simbolo esterno "public: virtual __thiscall
Upp::TopWindow::~TopWindow(void)" (??1TopWindow@Upp@@UAE@XZ) n
 on risolto nella funzione "public: virtual __thiscall WithSTALayout<class
Upp::TopWindow>::~WithSTALayout<class Upp::TopWindow>(void)" (??1?$WithSTAL
 ayout@VTopWindow@Upp@@@@UAE@XZ)
main.obj : error LNK2001: simbolo esterno "public: virtual __thiscall
Upp::TopWindow::~TopWindow(void)" (??1TopWindow@Upp@@UAE@XZ) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual __thiscall
Upp::TopWindow::~TopWindow(void)" (??1TopWindow@Upp@@UAE@XZ) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual __thiscall
Upp::TopWindow::~TopWindow(void)" (??1TopWindow@Upp@@UAE@XZ) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual long __thiscall
Upp::Ctrl::WindowProc(unsigned int,unsigned int,long)" (?WindowProc@Ctrl
 @Upp@@UAEJIIJ@Z) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual long __thiscall
Upp::Ctrl::WindowProc(unsigned int,unsigned int,long)" (?WindowProc@Ctrl
 @Upp@@UAEJIIJ@Z) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual long __thiscall
Upp::Ctrl::WindowProc(unsigned int,unsigned int,long)" (?WindowProc@Ctrl
 @Upp@@UAEJIIJ@Z) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual long __thiscall
Upp::Ctrl::WindowProc(unsigned int,unsigned int,long)" (?WindowProc@Ctrl
 @Upp@@UAEJIIJ@Z) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual long __thiscall
Upp::Ctrl::WindowProc(unsigned int,unsigned int,long)" (?WindowProc@Ctrl
 @Upp@@UAEJIIJ@Z) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual long __thiscall
Upp::Ctrl::WindowProc(unsigned int,unsigned int,long)" (?WindowProc@Ctrl
 @Upp@@UAEJIIJ@Z) non risolto
$blitz.obj : error LNK2019: riferimento al simbolo esterno "public: virtual long __thiscall
Upp::Ctrl::WindowProc(unsigned int,unsigned int,long)" (?
 WindowProc@Ctrl@Upp@@UAEJIIJ@Z) non risolto nella funzione "void __cdecl
Upp::InitLayout<class Upp::ColorSelectorImpl,class Upp::ColorSelectorImpl>(c
 lass Upp::Ctrl &,class Upp::ColorSelectorImpl &,class Upp::ColorSelectorImpl &,struct
Upp::PaletteLayout__layid &)" (??$InitLayout@VColorSelectorImpl
 @Upp@@V12@@Upp@@YAXAAVCtrl@0@AAVColorSelectorImpl@0@1AAUPaletteLayout__
layid@0@@Z)
$blitz.obj : error LNK2001: simbolo esterno "public: virtual long __thiscall
Upp::Ctrl::WindowProc(unsigned int,unsigned int,long)" (?WindowProc@Ctrl
```

@Upp@@UAEJIIJ@Z) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual long __thiscall Upp::Ctrl::WindowProc(unsigned int,unsigned int,long)" (?WindowProc@Ctrl@Upp@@UAEJIIJ@Z) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual bool __thiscall Upp::Ctrl::Accept(void)" (?Accept@Ctrl@Upp@@UAE_NXZ) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual bool __thiscall Upp::Ctrl::Accept(void)" (?Accept@Ctrl@Upp@@UAE_NXZ) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual bool __thiscall Upp::Ctrl::Accept(void)" (?Accept@Ctrl@Upp@@UAE_NXZ) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual bool __thiscall Upp::Ctrl::Accept(void)" (?Accept@Ctrl@Upp@@UAE_NXZ) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual bool __thiscall Upp::Ctrl::Accept(void)" (?Accept@Ctrl@Upp@@UAE_NXZ) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual bool __thiscall Upp::Ctrl::Accept(void)" (?Accept@Ctrl@Upp@@UAE_NXZ) non risolto
$blitz.obj : error LNK2019: riferimento al simbolo esterno "public: virtual bool __thiscall Upp::Ctrl::Accept(void)" (?Accept@Ctrl@Upp@@UAE_NXZ) non risolto nella funzione "void __cdecl Upp::InitLayout<class Upp::ColorSelectorImpl,class Upp::ColorSelectorImpl>(class Upp::Ctrl &,class Upp::ColorSelectorImpl &,class Upp::ColorSelectorImpl &,struct Upp::PaletteLayout__layid &)" (??$InitLayout@VColorSelectorImpl@Upp@@V12@@Upp@@YAXAAVCtrl@0@AAVColorSelectorImpl@0@1AAUPaletteLayout__layid@0@@Z)
$blitz.obj : error LNK2001: simbolo esterno "public: virtual bool __thiscall Upp::Ctrl::Accept(void)" (?Accept@Ctrl@Upp@@UAE_NXZ) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual bool __thiscall Upp::Ctrl::Accept(void)" (?Accept@Ctrl@Upp@@UAE_NXZ) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall Upp::Ctrl::Reject(void)" (?Reject@Ctrl@Upp@@UAEXXZ) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall Upp::Ctrl::Reject(void)" (?Reject@Ctrl@Upp@@UAEXXZ) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall Upp::Ctrl::Reject(void)" (?Reject@Ctrl@Upp@@UAEXXZ) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall Upp::Ctrl::Reject(void)" (?Reject@Ctrl@Upp@@UAEXXZ) non risolto
$blitz.obj : error LNK2019: riferimento al simbolo esterno "public: virtual void __thiscall Upp::Ctrl::Reject(void)" (?Reject@Ctrl@Upp@@UAEXXZ) non risolto nella funzione "public: __thiscall Upp::SqlInsert::SqlInsert(class Upp::SqlId const &)" (??0SqlInsert@Upp@@QAE@ABVSqlId@1@@Z)
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall Upp::Ctrl::Reject(void)" (?Reject@Ctrl@Upp@@UAEXXZ) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall Upp::Ctrl::Reject(void)" (?Reject@Ctrl@Upp@@UAEXXZ) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall Upp::Ctrl::Reject(void)" (?Reject@Ctrl@Upp@@UAEXXZ) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall Upp::Ctrl::Paint(class

```
Upp::Draw &)" (?Paint@Ctrl@Upp@@UAEXAAVDraw@2@@Z)
  non risolto
$blitz.obj : error LNK2019: riferimento al simbolo esterno "public: virtual void __thiscall
Upp::Ctrl::Paint(class Upp::Draw &)" (?Paint@Ctrl@Upp@@UA
 EXAAVDraw@2@@Z) non risolto nella funzione "public: class Upp::String __thiscall
Combiner::qtf_SLU(void)" (?qtf_SLU@Combiner@@QAE?AVString@Upp@@XZ)
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall Upp::Ctrl::Paint(class
Upp::Draw &)" (?Paint@Ctrl@Upp@@UAEXAAVDraw@2@@Z)
  non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall Upp::Ctrl::Paint(class
Upp::Draw &)" (?Paint@Ctrl@Upp@@UAEXAAVDraw@2@@Z)
  non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall Upp::Ctrl::Paint(class
Upp::Draw &)" (?Paint@Ctrl@Upp@@UAEXAAVDraw@2@@Z)
  non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall Upp::Ctrl::Paint(class
Upp::Draw &)" (?Paint@Ctrl@Upp@@UAEXAAVDraw@2@@Z)
  non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall Upp::Ctrl::Paint(class
Upp::Draw &)" (?Paint@Ctrl@Upp@@UAEXAAVDraw@2@@Z)
  non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall Upp::Ctrl::Activate(void)"
(?Activate@Ctrl@Upp@@UAEXXZ) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall Upp::Ctrl::Activate(void)"
(?Activate@Ctrl@Upp@@UAEXXZ) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall Upp::Ctrl::Activate(void)"
(?Activate@Ctrl@Upp@@UAEXXZ) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall Upp::Ctrl::Activate(void)"
(?Activate@Ctrl@Upp@@UAEXXZ) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall Upp::Ctrl::Activate(void)"
(?Activate@Ctrl@Upp@@UAEXXZ) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall Upp::Ctrl::Activate(void)"
(?Activate@Ctrl@Upp@@UAEXXZ) non risolto
$blitz.obj : error LNK2019: riferimento al simbolo esterno "public: virtual void __thiscall
Upp::Ctrl::Activate(void)" (?Activate@Ctrl@Upp@@UAEXXZ) n
 on risolto nella funzione "void __cdecl Upp::InitLayout<class Upp::ColorSelectorImpl,class
Upp::ColorSelectorImpl>(class Upp::Ctrl &,class Upp::Color
 SelectorImpl &,class Upp::ColorSelectorImpl &,struct Upp::PaletteLayout__layid &)"
(??$InitLayout@VColorSelectorImpl@Upp@@V12@@Upp@@YAXAAVCtrl@0@AAVC
 olorSelectorImpl@0@1AAUPaletteLayout__layid@0@@Z)
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall Upp::Ctrl::Activate(void)"
(?Activate@Ctrl@Upp@@UAEXXZ) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall Upp::Ctrl::Activate(void)"
(?Activate@Ctrl@Upp@@UAEXXZ) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall
Upp::Ctrl::Deactivate(void)" (?Deactivate@Ctrl@Upp@@UAEXXZ) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall
Upp::Ctrl::Deactivate(void)" (?Deactivate@Ctrl@Upp@@UAEXXZ) non risolto
```

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$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall
Upp::Ctrl::Deactivate(void)" (?Deactivate@Ctrl@Upp@@UAEXXZ) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall
Upp::Ctrl::Deactivate(void)" (?Deactivate@Ctrl@Upp@@UAEXXZ) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall
Upp::Ctrl::Deactivate(void)" (?Deactivate@Ctrl@Upp@@UAEXXZ) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall
Upp::Ctrl::Deactivate(void)" (?Deactivate@Ctrl@Upp@@UAEXXZ) non risolto
$blitz.obj : error LNK2019: riferimento al simbolo esterno "public: virtual void __thiscall
Upp::Ctrl::Deactivate(void)" (?Deactivate@Ctrl@Upp@@UAEXX
 Z) non risolto nella funzione "void __cdecl Upp::InitLayout<class Upp::ColorSelectorImpl,class
Upp::ColorSelectorImpl>(class Upp::Ctrl &,class Upp::C
 olorSelectorImpl &,class Upp::ColorSelectorImpl &,struct Upp::PaletteLayout__layid &)"
(??$InitLayout@VColorSelectorImpl@Upp@@V12@@Upp@@YAXAAVCtrl@0@
 AAVColorSelectorImpl@0@1AAUPaletteLayout__layid@0@@Z)
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall
Upp::Ctrl::Deactivate(void)" (?Deactivate@Ctrl@Upp@@UAEXXZ) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall
Upp::Ctrl::Deactivate(void)" (?Deactivate@Ctrl@Upp@@UAEXXZ) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual bool __thiscall Upp::Ctrl::Key(unsigned
long,int)" (?Key@Ctrl@Upp@@UAE_NKH@Z) non risolt
 o
$blitz.obj : error LNK2001: simbolo esterno "public: virtual bool __thiscall Upp::Ctrl::Key(unsigned
long,int)" (?Key@Ctrl@Upp@@UAE_NKH@Z) non risolt
 o
$blitz.obj : error LNK2001: simbolo esterno "public: virtual bool __thiscall Upp::Ctrl::Key(unsigned
long,int)" (?Key@Ctrl@Upp@@UAE_NKH@Z) non risolt
 o
$blitz.obj : error LNK2019: riferimento al simbolo esterno "public: virtual bool __thiscall
Upp::Ctrl::Key(unsigned long,int)" (?Key@Ctrl@Upp@@UAE_NK
 H@Z) non risolto nella funzione
__ehhandler$??1?$WithLibConnessioniLayout@VParentCtrl@Upp@@@@UAE@XZ
$blitz.obj : error LNK2001: simbolo esterno "public: virtual bool __thiscall Upp::Ctrl::Key(unsigned
long,int)" (?Key@Ctrl@Upp@@UAE_NKH@Z) non risolt
 o
$blitz.obj : error LNK2001: simbolo esterno "public: virtual bool __thiscall Upp::Ctrl::Key(unsigned
long,int)" (?Key@Ctrl@Upp@@UAE_NKH@Z) non risolt
 o
$blitz.obj : error LNK2001: simbolo esterno "public: virtual bool __thiscall Upp::Ctrl::Key(unsigned
long,int)" (?Key@Ctrl@Upp@@UAE_NKH@Z) non risolt
 o
$blitz.obj : error LNK2001: simbolo esterno "public: virtual bool __thiscall Upp::Ctrl::Key(unsigned
long,int)" (?Key@Ctrl@Upp@@UAE_NKH@Z) non risolt
 o
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall
Upp::Ctrl::ChildGotFocus(void)" (?ChildGotFocus@Ctrl@Upp@@UAEXXZ) non ri
 solto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall
```

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Upp::Ctrl::ChildGotFocus(void)" (?ChildGotFocus@Ctrl@Upp@@UAEXXZ) non ri
 solto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall
Upp::Ctrl::ChildGotFocus(void)" (?ChildGotFocus@Ctrl@Upp@@UAEXXZ) non ri
 solto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall
Upp::Ctrl::ChildGotFocus(void)" (?ChildGotFocus@Ctrl@Upp@@UAEXXZ) non ri
 solto
$blitz.obj : error LNK2019: riferimento al simbolo esterno "public: virtual void __thiscall
Upp::Ctrl::ChildGotFocus(void)" (?ChildGotFocus@Ctrl@Upp@
 @UAEXXZ) non risolto nella funzione "public: class Upp::SqlInsert __thiscall
Upp::SqlCtrls::Insert(class Upp::SqlId)const " (?Insert@SqlCtrls@Upp@@QB
 E?AVSqlInsert@2@VSqlId@2@@Z)
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall
Upp::Ctrl::ChildGotFocus(void)" (?ChildGotFocus@Ctrl@Upp@@UAEXXZ) non ri
 solto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall
Upp::Ctrl::ChildGotFocus(void)" (?ChildGotFocus@Ctrl@Upp@@UAEXXZ) non ri
 solto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall
Upp::Ctrl::ChildGotFocus(void)" (?ChildGotFocus@Ctrl@Upp@@UAEXXZ) non ri
 solto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall
Upp::Ctrl::ChildGotFocus(void)" (?ChildGotFocus@Ctrl@Upp@@UAEXXZ) non ri
 solto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual bool __thiscall
Upp::Ctrl::IsShowEnabled(void)const " (?IsShowEnabled@Ctrl@Upp@@UBE_NXZ)
  non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual bool __thiscall
Upp::Ctrl::IsShowEnabled(void)const " (?IsShowEnabled@Ctrl@Upp@@UBE_NXZ)
  non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual bool __thiscall
Upp::Ctrl::IsShowEnabled(void)const " (?IsShowEnabled@Ctrl@Upp@@UBE_NXZ)
  non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual bool __thiscall
Upp::Ctrl::IsShowEnabled(void)const " (?IsShowEnabled@Ctrl@Upp@@UBE_NXZ)
  non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual bool __thiscall
Upp::Ctrl::IsShowEnabled(void)const " (?IsShowEnabled@Ctrl@Upp@@UBE_NXZ)
  non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual bool __thiscall
Upp::Ctrl::IsShowEnabled(void)const " (?IsShowEnabled@Ctrl@Upp@@UBE_NXZ)
  non risolto
$blitz.obj : error LNK2019: riferimento al simbolo esterno "public: virtual bool __thiscall
Upp::Ctrl::IsShowEnabled(void)const " (?IsShowEnabled@Ctr
 l@Upp@@UBE_NXZ) non risolto nella funzione "void __cdecl Upp::InitLayout<class
Upp::ColorSelectorImpl,class Upp::ColorSelectorImpl>(class Upp::Ctrl &
 ,class Upp::ColorSelectorImpl &,class Upp::ColorSelectorImpl &,struct Upp::PaletteLayout__layid
```

```
&)" (??$InitLayout@VColorSelectorImpl@Upp@@V12@@Upp@@
 YAXAAVCtrl@0@AAVColorSelectorImpl@0@1AAUPaletteLayout__layid@0@@Z)
$blitz.obj : error LNK2001: simbolo esterno "public: virtual bool __thiscall
Upp::Ctrl::IsShowEnabled(void)const " (?IsShowEnabled@Ctrl@Upp@@UBE_NXZ)
  non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual bool __thiscall
Upp::Ctrl::IsShowEnabled(void)const " (?IsShowEnabled@Ctrl@Upp@@UBE_NXZ)
  non risolto
$blitz.obj : error LNK2019: riferimento al simbolo esterno "public: virtual void __thiscall
Upp::Ctrl::Close(void)" (?Close@Ctrl@Upp@@UAEXXZ) non ris
 olto nella funzione "public: __thiscall JohansenCtrl::JohansenCtrl(void)"
(??0JohansenCtrl@@QAE@XZ)
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall Upp::Ctrl::Close(void)"
(?Close@Ctrl@Upp@@UAEXXZ) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall Upp::Ctrl::Close(void)"
(?Close@Ctrl@Upp@@UAEXXZ) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall Upp::Ctrl::Close(void)"
(?Close@Ctrl@Upp@@UAEXXZ) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall Upp::Ctrl::Close(void)"
(?Close@Ctrl@Upp@@UAEXXZ) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall Upp::Ctrl::Close(void)"
(?Close@Ctrl@Upp@@UAEXXZ) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall Upp::Ctrl::Close(void)"
(?Close@Ctrl@Upp@@UAEXXZ) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall Upp::Ctrl::Close(void)"
(?Close@Ctrl@Upp@@UAEXXZ) non risolto
$blitz.obj : error LNK2019: riferimento al simbolo esterno "public: virtual class Upp::String
__thiscall Upp::Ctrl::GetDesc(void)const " (?GetDesc@Ct
 rl@Upp@@UBE?AVString@2@XZ) non risolto nella funzione
__unwindfunclet$??0?$WithJohansenLayout@VParentCtrl@Upp@@@@QAE@XZ$0
$blitz.obj : error LNK2001: simbolo esterno "public: virtual class Upp::String __thiscall
Upp::Ctrl::GetDesc(void)const " (?GetDesc@Ctrl@Upp@@UBE?AVS
 tring@2@XZ) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual class Upp::String __thiscall
Upp::Ctrl::GetDesc(void)const " (?GetDesc@Ctrl@Upp@@UBE?AVS
 tring@2@XZ) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual class Upp::String __thiscall
Upp::Ctrl::GetDesc(void)const " (?GetDesc@Ctrl@Upp@@UBE?AVS
 tring@2@XZ) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual class Upp::String __thiscall
Upp::Ctrl::GetDesc(void)const " (?GetDesc@Ctrl@Upp@@UBE?AVS
 tring@2@XZ) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual class Upp::String __thiscall
Upp::Ctrl::GetDesc(void)const " (?GetDesc@Ctrl@Upp@@UBE?AVS
 tring@2@XZ) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual class Upp::String __thiscall
```

Upp::Ctrl::GetDesc(void)const " (?GetDesc@Ctrl@Upp@@UBE?AVS
 tring@2@XZ) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual class Upp::String __thiscall
Upp::Ctrl::GetDesc(void)const " (?GetDesc@Ctrl@Upp@@UBE?AVS
 tring@2@XZ) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual class Upp::String __thiscall
Upp::Ctrl::GetDesc(void)const " (?GetDesc@Ctrl@Upp@@UBE?AVS
 tring@2@XZ) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall
Upp::CtrlFrame::FramePaint(class Upp::Draw &,struct Upp::Rect_<int> cons
 t &)" (?FramePaint@CtrlFrame@Upp@@UAEXAAVDraw@2@ABU?$Rect_@H@2@@Z) non
risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall
Upp::CtrlFrame::FramePaint(class Upp::Draw &,struct Upp::Rect_<int> cons
 t &)" (?FramePaint@CtrlFrame@Upp@@UAEXAAVDraw@2@ABU?$Rect_@H@2@@Z) non
risolto
main.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall
Upp::CtrlFrame::FramePaint(class Upp::Draw &,struct Upp::Rect_<int> const
 &)" (?FramePaint@CtrlFrame@Upp@@UAEXAAVDraw@2@ABU?$Rect_@H@2@@Z) non
risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall
Upp::CtrlFrame::FramePaint(class Upp::Draw &,struct Upp::Rect_<int> cons
 t &)" (?FramePaint@CtrlFrame@Upp@@UAEXAAVDraw@2@ABU?$Rect_@H@2@@Z) non
risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall
Upp::CtrlFrame::FramePaint(class Upp::Draw &,struct Upp::Rect_<int> cons
 t &)" (?FramePaint@CtrlFrame@Upp@@UAEXAAVDraw@2@ABU?$Rect_@H@2@@Z) non
risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall
Upp::CtrlFrame::FrameAdd(class Upp::Ctrl &)" (?FrameAdd@CtrlFrame@Upp@@U
 AEXAAVCtrl@2@@Z) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall
Upp::CtrlFrame::FrameAdd(class Upp::Ctrl &)" (?FrameAdd@CtrlFrame@Upp@@U
 AEXAAVCtrl@2@@Z) non risolto
main.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall
Upp::CtrlFrame::FrameAdd(class Upp::Ctrl &)" (?FrameAdd@CtrlFrame@Upp@@UAE
 XAAVCtrl@2@@Z) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall
Upp::CtrlFrame::FrameAdd(class Upp::Ctrl &)" (?FrameAdd@CtrlFrame@Upp@@U
 AEXAAVCtrl@2@@Z) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall
Upp::CtrlFrame::FrameAdd(class Upp::Ctrl &)" (?FrameAdd@CtrlFrame@Upp@@U
 AEXAAVCtrl@2@@Z) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall
Upp::CtrlFrame::FrameRemove(void)" (?FrameRemove@CtrlFrame@Upp@@UAEXXZ)
 non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall
Upp::CtrlFrame::FrameRemove(void)" (?FrameRemove@CtrlFrame@Upp@@UAEXXZ)

```
 non risolto
main.obj : error LNK2019: riferimento al simbolo esterno "public: virtual void __thiscall
Upp::CtrlFrame::FrameRemove(void)" (?FrameRemove@CtrlFrame@
 Upp@@UAEXXZ) non risolto nella funzione
__ehhandler$??1?$Array@VPressoflessioneCtrl@@@Upp@@QAE@XZ
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall
Upp::CtrlFrame::FrameRemove(void)" (?FrameRemove@CtrlFrame@Upp@@UAEXXZ)
 non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall
Upp::CtrlFrame::FrameRemove(void)" (?FrameRemove@CtrlFrame@Upp@@UAEXXZ)
 non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual int __thiscall
Upp::CtrlFrame::OverPaint(void)const " (?OverPaint@CtrlFrame@Upp@@UBEHXZ)
  non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual int __thiscall
Upp::CtrlFrame::OverPaint(void)const " (?OverPaint@CtrlFrame@Upp@@UBEHXZ)
  non risolto
main.obj : error LNK2001: simbolo esterno "public: virtual int __thiscall
Upp::CtrlFrame::OverPaint(void)const " (?OverPaint@CtrlFrame@Upp@@UBEHXZ) n
 on risolto
$blitz.obj : error LNK2019: riferimento al simbolo esterno "public: virtual int __thiscall
Upp::CtrlFrame::OverPaint(void)const " (?OverPaint@CtrlFra
 me@Upp@@UBEHXZ) non risolto nella funzione "public: void __thiscall Upp::Vector<struct
Upp::InfoCtrl::Tab *>::Trim(int)" (?Trim@?$Vector@PAUTab@InfoC
 trl@Upp@@@Upp@@QAEXH@Z)
$blitz.obj : error LNK2001: simbolo esterno "public: virtual int __thiscall
Upp::CtrlFrame::OverPaint(void)const " (?OverPaint@CtrlFrame@Upp@@UBEHXZ)
  non risolto
$blitz.obj : error LNK2019: riferimento al simbolo esterno "public: void __thiscall
Upp::Ctrl::RemoveChild(class Upp::Ctrl *)" (?RemoveChild@Ctrl@Upp
 @@QAEXPAV12@@Z) non risolto nella funzione "public: void __thiscall
STA::InserisciLayout(class Upp::Ctrl *,class Upp::ParentCtrl &)" (?InserisciLayou
 t@STA@@QAEXPAVCtrl@Upp@@AAVParentCtrl@3@@Z)
$blitz.obj : error LNK2001: simbolo esterno "public: void __thiscall Upp::Ctrl::RemoveChild(class
Upp::Ctrl *)" (?RemoveChild@Ctrl@Upp@@QAEXPAV12@@Z)
  non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: void __thiscall Upp::Ctrl::RemoveChild(class
Upp::Ctrl *)" (?RemoveChild@Ctrl@Upp@@QAEXPAV12@@Z)
  non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: int __thiscall Upp::TopWindow::Run(bool)"
(?Run@TopWindow@Upp@@QAEH_N@Z) non risolto
$blitz.obj : error LNK2019: riferimento al simbolo esterno "public: int __thiscall
Upp::TopWindow::Run(bool)" (?Run@TopWindow@Upp@@QAEH_N@Z) non riso
 lto nella funzione "public: int __thiscall Upp::TopWindow::RunAppModal(void)"
(?RunAppModal@TopWindow@Upp@@QAEHXZ)
main.obj : error LNK2001: simbolo esterno "public: int __thiscall Upp::TopWindow::Run(bool)"
(?Run@TopWindow@Upp@@QAEH_N@Z) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: int __thiscall Upp::TopWindow::Run(bool)"
```

(?Run@TopWindow@Upp@@QAEH_N@Z) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: int __thiscall Upp::TopWindow::Run(bool)"
(?Run@TopWindow@Upp@@QAEH_N@Z) non risolto
$blitz.obj : error LNK2019: riferimento al simbolo esterno "struct Upp::Point_<int> __cdecl
Upp::GetMousePos(void)" (?GetMousePos@Upp@@YA?AU?$Point_@
 H@1@XZ) non risolto nella funzione "public: void __thiscall Upp::MenuBar::Execute(void)"
(?Execute@MenuBar@Upp@@QAEXXZ)
$blitz.obj : error LNK2001: simbolo esterno "struct Upp::Point_<int> __cdecl
Upp::GetMousePos(void)" (?GetMousePos@Upp@@YA?AU?$Point_@H@1@XZ) non ris
 olto
$blitz.obj : error LNK2001: simbolo esterno "struct Upp::Point_<int> __cdecl
Upp::GetMousePos(void)" (?GetMousePos@Upp@@YA?AU?$Point_@H@1@XZ) non ris
 olto
$blitz.obj : error LNK2001: simbolo esterno "struct Upp::Point_<int> __cdecl
Upp::GetMousePos(void)" (?GetMousePos@Upp@@YA?AU?$Point_@H@1@XZ) non ris
 olto
$blitz.obj : error LNK2019: riferimento al simbolo esterno "public: static class Upp::Ctrl * __cdecl
Upp::Ctrl::GetActiveCtrl(void)" (?GetActiveCtrl@
 Ctrl@Upp@@SAPAV12@XZ) non risolto nella funzione "public: void __thiscall
Upp::MenuBar::Execute(struct Upp::Point_<int>)" (?Execute@MenuBar@Upp@@QAEX
 U?$Point_@H@2@@Z)
$blitz.obj : error LNK2001: simbolo esterno "public: static class Upp::Ctrl * __cdecl
Upp::Ctrl::GetActiveCtrl(void)" (?GetActiveCtrl@Ctrl@Upp@@SAPAV
 12@XZ) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: static class Upp::Ctrl * __cdecl
Upp::Ctrl::GetActiveCtrl(void)" (?GetActiveCtrl@Ctrl@Upp@@SAPAV
 12@XZ) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: static class Upp::Ctrl * __cdecl
Upp::Ctrl::GetActiveCtrl(void)" (?GetActiveCtrl@Ctrl@Upp@@SAPAV
 12@XZ) non risolto
$blitz.obj : error LNK2019: riferimento al simbolo esterno "public: void __thiscall
Upp::TopWindow::Break(int)" (?Break@TopWindow@Upp@@QAEXH@Z) non r
 isolto nella funzione "private: void __thiscall STActrl::Quit(void)" (?Quit@STActrl@@AAEXXZ)
$blitz.obj : error LNK2001: simbolo esterno "public: void __thiscall Upp::TopWindow::Break(int)"
(?Break@TopWindow@Upp@@QAEXH@Z) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: class Upp::TopWindow & __thiscall
Upp::TopWindow::Title(char const *)" (?Title@TopWindow@Upp@@QA
 EAAV12@PBD@Z) non risolto
$blitz.obj : error LNK2019: riferimento al simbolo esterno "public: class Upp::TopWindow &
__thiscall Upp::TopWindow::Title(char const *)" (?Title@To
 pWindow@Upp@@QAEAAV12@PBD@Z) non risolto nella funzione "void __cdecl
Upp::CtrlLayout<class STActrl>(class STActrl &,char const *)" (??$CtrlLayout@VS
 TActrl@@@Upp@@YAXAAVSTActrl@@PBD@Z)
$blitz.obj : error LNK2001: simbolo esterno "public: class Upp::TopWindow & __thiscall
Upp::TopWindow::Title(char const *)" (?Title@TopWindow@Upp@@QA
 EAAV12@PBD@Z) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: class Upp::TopWindow & __thiscall
Upp::TopWindow::Title(char const *)" (?Title@TopWindow@Upp@@QA

```
 EAAV12@PBD@Z) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: class Upp::TopWindow & __thiscall
Upp::TopWindow::Title(char const *)" (?Title@TopWindow@Upp@@QA
 EAAV12@PBD@Z) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: void __thiscall Upp::Ctrl::SetRect(struct
Upp::Rect_<int> const &)" (?SetRect@Ctrl@Upp@@QAEXABU?
 $Rect_@H@2@@Z) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: void __thiscall Upp::Ctrl::SetRect(struct
Upp::Rect_<int> const &)" (?SetRect@Ctrl@Upp@@QAEXABU?
 $Rect_@H@2@@Z) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: void __thiscall Upp::Ctrl::SetRect(struct
Upp::Rect_<int> const &)" (?SetRect@Ctrl@Upp@@QAEXABU?
 $Rect_@H@2@@Z) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: void __thiscall Upp::Ctrl::SetRect(struct
Upp::Rect_<int> const &)" (?SetRect@Ctrl@Upp@@QAEXABU?
 $Rect_@H@2@@Z) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: void __thiscall Upp::Ctrl::SetRect(struct
Upp::Rect_<int> const &)" (?SetRect@Ctrl@Upp@@QAEXABU?
 $Rect_@H@2@@Z) non risolto
$blitz.obj : error LNK2019: riferimento al simbolo esterno "public: void __thiscall
Upp::Ctrl::SetRect(struct Upp::Rect_<int> const &)" (?SetRect@Ctr
 l@Upp@@QAEXABU?$Rect_@H@2@@Z) non risolto nella funzione "void __cdecl
Upp::CtrlLayout<struct WithInfoLayout<class Upp::ParentCtrl> >(struct WithInfo
 Layout<class Upp::ParentCtrl> &)"
(??$CtrlLayout@U?$WithInfoLayout@VParentCtrl@Upp@@@@@Upp@@YAXAAU?$WithInfo
Layout@VParentCtrl@Upp@@@@@Z)
$blitz.obj : error LNK2001: simbolo esterno "public: void __thiscall Upp::Ctrl::SetRect(struct
Upp::Rect_<int> const &)" (?SetRect@Ctrl@Upp@@QAEXABU?
 $Rect_@H@2@@Z) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: void __thiscall Upp::Ctrl::SetRect(struct
Upp::Rect_<int> const &)" (?SetRect@Ctrl@Upp@@QAEXABU?
 $Rect_@H@2@@Z) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: void __thiscall Upp::Ctrl::SetRect(struct
Upp::Rect_<int> const &)" (?SetRect@Ctrl@Upp@@QAEXABU?
 $Rect_@H@2@@Z) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: struct Upp::Size_<int> __thiscall
Upp::Ctrl::AddFrameSize(int,int)const " (?AddFrameSize@Ctrl@Up
 p@@QBE?AU?$Size_@H@2@HH@Z) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: struct Upp::Size_<int> __thiscall
Upp::Ctrl::AddFrameSize(int,int)const " (?AddFrameSize@Ctrl@Up
 p@@QBE?AU?$Size_@H@2@HH@Z) non risolto
$blitz.obj : error LNK2019: riferimento al simbolo esterno "public: struct Upp::Size_<int> __thiscall
Upp::Ctrl::AddFrameSize(int,int)const " (?AddFr
 ameSize@Ctrl@Upp@@QBE?AU?$Size_@H@2@HH@Z) non risolto nella funzione "bool
__cdecl Upp::SqlRunScript(int,class Upp::Stream &,class Upp::Gate1<class U
 pp::String>,class Upp::Gate2<int,int>,class Upp::Index<class Upp::String,struct
Upp::StdHash<class Upp::String> > &,int,int)" (?SqlRunScript@Upp@@YA_
 NHAAVStream@1@V?$Gate1@VString@Upp@@@1@V?$Gate2@HH@1@AAV?$Index@VS
```

tring@Upp@@U?$StdHash@VString@Upp@@@2@@1@HH@Z)
$blitz.obj : error LNK2001: simbolo esterno "public: struct Upp::Size_<int> __thiscall
Upp::Ctrl::AddFrameSize(int,int)const " (?AddFrameSize@Ctrl@Up
p@@QBE?AU?$Size_@H@2@HH@Z) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: struct Upp::Size_<int> __thiscall
Upp::Ctrl::AddFrameSize(int,int)const " (?AddFrameSize@Ctrl@Up
p@@QBE?AU?$Size_@H@2@HH@Z) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: struct Upp::Size_<int> __thiscall
Upp::Ctrl::AddFrameSize(int,int)const " (?AddFrameSize@Ctrl@Up
p@@QBE?AU?$Size_@H@2@HH@Z) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: struct Upp::Size_<int> __thiscall
Upp::Ctrl::AddFrameSize(int,int)const " (?AddFrameSize@Ctrl@Up
p@@QBE?AU?$Size_@H@2@HH@Z) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: struct Upp::Size_<int> __thiscall
Upp::Ctrl::AddFrameSize(int,int)const " (?AddFrameSize@Ctrl@Up
p@@QBE?AU?$Size_@H@2@HH@Z) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: static struct Upp::Size_<int> __cdecl
Upp::Ctrl::LayoutZoom(int,int)" (?LayoutZoom@Ctrl@Upp@@SA?
AU?$Size_@H@2@HH@Z) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: static struct Upp::Size_<int> __cdecl
Upp::Ctrl::LayoutZoom(int,int)" (?LayoutZoom@Ctrl@Upp@@SA?
AU?$Size_@H@2@HH@Z) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: static struct Upp::Size_<int> __cdecl
Upp::Ctrl::LayoutZoom(int,int)" (?LayoutZoom@Ctrl@Upp@@SA?
AU?$Size_@H@2@HH@Z) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: static struct Upp::Size_<int> __cdecl
Upp::Ctrl::LayoutZoom(int,int)" (?LayoutZoom@Ctrl@Upp@@SA?
AU?$Size_@H@2@HH@Z) non risolto
$blitz.obj : error LNK2019: riferimento al simbolo esterno "public: static struct Upp::Size_<int>
__cdecl Upp::Ctrl::LayoutZoom(int,int)" (?LayoutZoo
m@Ctrl@Upp@@SA?AU?$Size_@H@2@HH@Z) non risolto nella funzione "public: static struct
Upp::Size_<int> __cdecl WithLibCombinerLayout<class Upp::ParentC
trl>::GetLayoutSize(void)"
(?GetLayoutSize@?$WithLibCombinerLayout@VParentCtrl@Upp@@@@SA?AU?$Size_@H@
Upp@@XZ)
$blitz.obj : error LNK2001: simbolo esterno "public: static struct Upp::Size_<int> __cdecl
Upp::Ctrl::LayoutZoom(int,int)" (?LayoutZoom@Ctrl@Upp@@SA?
AU?$Size_@H@2@HH@Z) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: static struct Upp::Size_<int> __cdecl
Upp::Ctrl::LayoutZoom(int,int)" (?LayoutZoom@Ctrl@Upp@@SA?
AU?$Size_@H@2@HH@Z) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: static struct Upp::Size_<int> __cdecl
Upp::Ctrl::LayoutZoom(int,int)" (?LayoutZoom@Ctrl@Upp@@SA?
AU?$Size_@H@2@HH@Z) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: void __thiscall
Upp::TopWindow::SetMinSize(struct Upp::Size_<int>)" (?SetMinSize@TopWindow@Upp@@
QAEXU?$Size_@H@2@@Z) non risolto
$blitz.obj : error LNK2019: riferimento al simbolo esterno "public: void __thiscall

```
Upp::TopWindow::SetMinSize(struct Upp::Size_<int>)" (?SetMinSize@
 TopWindow@Upp@@QAEXU?$Size_@H@2@@Z) non risolto nella funzione "void __cdecl
Upp::CtrlLayout<class STActrl>(class STActrl &)" (??$CtrlLayout@VSTActrl
 @@@Upp@@YAXAAVSTActrl@@@Z)
$blitz.obj : error LNK2001: simbolo esterno "public: void __thiscall
Upp::TopWindow::SetMinSize(struct Upp::Size_<int>)" (?SetMinSize@TopWindow@Upp@@
 QAEXU?$Size_@H@2@@Z) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: void __thiscall
Upp::TopWindow::SetMinSize(struct Upp::Size_<int>)" (?SetMinSize@TopWindow@Upp@@
 QAEXU?$Size_@H@2@@Z) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: void __thiscall
Upp::TopWindow::SetMinSize(struct Upp::Size_<int>)" (?SetMinSize@TopWindow@Upp@@
 QAEXU?$Size_@H@2@@Z) non risolto
$blitz.obj : error LNK2019: riferimento al simbolo esterno "class Upp::Font __cdecl
Upp::StdFontZ(int)" (?StdFontZ@Upp@@YA?AVFont@1@H@Z) non risolto
 nella funzione "void __cdecl InitLayout<struct WithInfoLayout<class Upp::ParentCtrl>,struct
WithInfoLayout<class Upp::ParentCtrl> >(class Upp::Ctrl &
 ,struct WithInfoLayout<class Upp::ParentCtrl> &,struct WithInfoLayout<class Upp::ParentCtrl>
&,struct InfoLayout__layid &)" (??$InitLayout@U?$WithInf
 oLayout@VParentCtrl@Upp@@@@U1@@@YAXAAVCtrl@Upp@@AAU?$WithInfoLayout@V
ParentCtrl@Upp@@@@1AAUInfoLayout__layid@@@Z)
$blitz.obj : error LNK2001: simbolo esterno "class Upp::Font __cdecl Upp::StdFontZ(int)"
(?StdFontZ@Upp@@YA?AVFont@1@H@Z) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: class Upp::Ctrl & __thiscall
Upp::Ctrl::TopPosZ(int,int)" (?TopPosZ@Ctrl@Upp@@QAEAAV12@HH@Z) non
  risolto
$blitz.obj : error LNK2001: simbolo esterno "public: class Upp::Ctrl & __thiscall
Upp::Ctrl::TopPosZ(int,int)" (?TopPosZ@Ctrl@Upp@@QAEAAV12@HH@Z) non
  risolto
$blitz.obj : error LNK2001: simbolo esterno "public: class Upp::Ctrl & __thiscall
Upp::Ctrl::TopPosZ(int,int)" (?TopPosZ@Ctrl@Upp@@QAEAAV12@HH@Z) non
  risolto
$blitz.obj : error LNK2001: simbolo esterno "public: class Upp::Ctrl & __thiscall
Upp::Ctrl::TopPosZ(int,int)" (?TopPosZ@Ctrl@Upp@@QAEAAV12@HH@Z) non
  risolto
$blitz.obj : error LNK2019: riferimento al simbolo esterno "public: class Upp::Ctrl & __thiscall
Upp::Ctrl::TopPosZ(int,int)" (?TopPosZ@Ctrl@Upp@@QAE
 AAV12@HH@Z) non risolto nella funzione "void __cdecl InitLayout<struct WithInfoLayout<class
Upp::ParentCtrl>,struct WithInfoLayout<class Upp::ParentC
 trl> >(class Upp::Ctrl &,struct WithInfoLayout<class Upp::ParentCtrl> &,struct
WithInfoLayout<class Upp::ParentCtrl> &,struct InfoLayout__layid &)" (
 ??$InitLayout@U?$WithInfoLayout@VParentCtrl@Upp@@@@U1@@@YAXAAVCtrl@Upp@
@AAU?$WithInfoLayout@VParentCtrl@Upp@@@@1AAUInfoLayout__layid@@@Z)
$blitz.obj : error LNK2001: simbolo esterno "public: class Upp::Ctrl & __thiscall
Upp::Ctrl::TopPosZ(int,int)" (?TopPosZ@Ctrl@Upp@@QAEAAV12@HH@Z) non
  risolto
$blitz.obj : error LNK2001: simbolo esterno "public: class Upp::Ctrl & __thiscall
Upp::Ctrl::TopPosZ(int,int)" (?TopPosZ@Ctrl@Upp@@QAEAAV12@HH@Z) non
```

```
  risolto
$blitz.obj : error LNK2001: simbolo esterno "public: class Upp::Ctrl & __thiscall
Upp::Ctrl::TopPosZ(int,int)" (?TopPosZ@Ctrl@Upp@@QAEAAV12@HH@Z) non
  risolto
$blitz.obj : error LNK2001: simbolo esterno "public: class Upp::Ctrl & __thiscall
Upp::Ctrl::LeftPosZ(int,int)" (?LeftPosZ@Ctrl@Upp@@QAEAAV12@HH@Z) n
 on risolto
$blitz.obj : error LNK2019: riferimento al simbolo esterno "public: class Upp::Ctrl & __thiscall
Upp::Ctrl::LeftPosZ(int,int)" (?LeftPosZ@Ctrl@Upp@@Q
 AEAAV12@HH@Z) non risolto nella funzione "public: class Upp::String __thiscall
Upp::MacroSet::Expand(char const *)const " (?Expand@MacroSet@Upp@@QBE?
 AVString@2@PBD@Z)
$blitz.obj : error LNK2001: simbolo esterno "public: class Upp::Ctrl & __thiscall
Upp::Ctrl::LeftPosZ(int,int)" (?LeftPosZ@Ctrl@Upp@@QAEAAV12@HH@Z) n
 on risolto
$blitz.obj : error LNK2001: simbolo esterno "public: class Upp::Ctrl & __thiscall
Upp::Ctrl::LeftPosZ(int,int)" (?LeftPosZ@Ctrl@Upp@@QAEAAV12@HH@Z) n
 on risolto
$blitz.obj : error LNK2001: simbolo esterno "public: class Upp::Ctrl & __thiscall
Upp::Ctrl::LeftPosZ(int,int)" (?LeftPosZ@Ctrl@Upp@@QAEAAV12@HH@Z) n
 on risolto
$blitz.obj : error LNK2001: simbolo esterno "public: class Upp::Ctrl & __thiscall
Upp::Ctrl::LeftPosZ(int,int)" (?LeftPosZ@Ctrl@Upp@@QAEAAV12@HH@Z) n
 on risolto
$blitz.obj : error LNK2001: simbolo esterno "public: class Upp::Ctrl & __thiscall
Upp::Ctrl::LeftPosZ(int,int)" (?LeftPosZ@Ctrl@Upp@@QAEAAV12@HH@Z) n
 on risolto
$blitz.obj : error LNK2019: riferimento al simbolo esterno "class Upp::CtrlFrame & __cdecl
Upp::NullFrame(void)" (?NullFrame@Upp@@YAAAVCtrlFrame@1@XZ
 ) non risolto nella funzione "void __cdecl InitLayout<struct WithInfoLayout<class
Upp::ParentCtrl>,struct WithInfoLayout<class Upp::ParentCtrl> >(cla
 ss Upp::Ctrl &,struct WithInfoLayout<class Upp::ParentCtrl> &,struct WithInfoLayout<class
Upp::ParentCtrl> &,struct InfoLayout__layid &)" (??$InitLay
 out@U?$WithInfoLayout@VParentCtrl@Upp@@@@U1@@@YAXAAVCtrl@Upp@@AAU?$Wi
thInfoLayout@VParentCtrl@Upp@@@@1AAUInfoLayout__layid@@@Z)
$blitz.obj : error LNK2001: simbolo esterno "class Upp::CtrlFrame & __cdecl
Upp::NullFrame(void)" (?NullFrame@Upp@@YAAAVCtrlFrame@1@XZ) non risolto
$blitz.obj : error LNK2001: simbolo esterno "class Upp::CtrlFrame & __cdecl
Upp::NullFrame(void)" (?NullFrame@Upp@@YAAAVCtrlFrame@1@XZ) non risolto
$blitz.obj : error LNK2001: simbolo esterno "class Upp::CtrlFrame & __cdecl
Upp::NullFrame(void)" (?NullFrame@Upp@@YAAAVCtrlFrame@1@XZ) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: class Upp::Ctrl & __thiscall
Upp::Ctrl::VSizePosZ(int,int)" (?VSizePosZ@Ctrl@Upp@@QAEAAV12@HH@Z)
  non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: class Upp::Ctrl & __thiscall
Upp::Ctrl::VSizePosZ(int,int)" (?VSizePosZ@Ctrl@Upp@@QAEAAV12@HH@Z)
  non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: class Upp::Ctrl & __thiscall
```

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Upp::Ctrl::VSizePosZ(int,int)" (?VSizePosZ@Ctrl@Upp@@QAEAAV12@HH@Z)
  non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: class Upp::Ctrl & __thiscall
Upp::Ctrl::VSizePosZ(int,int)" (?VSizePosZ@Ctrl@Upp@@QAEAAV12@HH@Z)
  non risolto
$blitz.obj : error LNK2019: riferimento al simbolo esterno "public: class Upp::Ctrl & __thiscall
Upp::Ctrl::VSizePosZ(int,int)" (?VSizePosZ@Ctrl@Upp@
 @QAEAAV12@HH@Z) non risolto nella funzione "void __cdecl InitLayout<struct
WithInfoLayout<class Upp::ParentCtrl>,struct WithInfoLayout<class Upp::Par
 entCtrl> >(class Upp::Ctrl &,struct WithInfoLayout<class Upp::ParentCtrl> &,struct
WithInfoLayout<class Upp::ParentCtrl> &,struct InfoLayout__layid &
 )"
(??$InitLayout@U?$WithInfoLayout@VParentCtrl@Upp@@@@U1@@@YAXAAVCtrl@Upp@
@AAU?$WithInfoLayout@VParentCtrl@Upp@@@@1AAUInfoLayout__layid@@@Z)
$blitz.obj : error LNK2001: simbolo esterno "public: class Upp::Ctrl & __thiscall
Upp::Ctrl::VSizePosZ(int,int)" (?VSizePosZ@Ctrl@Upp@@QAEAAV12@HH@Z)
  non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: class Upp::Ctrl & __thiscall
Upp::Ctrl::VSizePosZ(int,int)" (?VSizePosZ@Ctrl@Upp@@QAEAAV12@HH@Z)
  non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: class Upp::Ctrl & __thiscall
Upp::Ctrl::VSizePosZ(int,int)" (?VSizePosZ@Ctrl@Upp@@QAEAAV12@HH@Z)
  non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: class Upp::Ctrl & __thiscall
Upp::Ctrl::HSizePosZ(int,int)" (?HSizePosZ@Ctrl@Upp@@QAEAAV12@HH@Z)
  non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: class Upp::Ctrl & __thiscall
Upp::Ctrl::HSizePosZ(int,int)" (?HSizePosZ@Ctrl@Upp@@QAEAAV12@HH@Z)
  non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: class Upp::Ctrl & __thiscall
Upp::Ctrl::HSizePosZ(int,int)" (?HSizePosZ@Ctrl@Upp@@QAEAAV12@HH@Z)
  non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: class Upp::Ctrl & __thiscall
Upp::Ctrl::HSizePosZ(int,int)" (?HSizePosZ@Ctrl@Upp@@QAEAAV12@HH@Z)
  non risolto
$blitz.obj : error LNK2019: riferimento al simbolo esterno "public: class Upp::Ctrl & __thiscall
Upp::Ctrl::HSizePosZ(int,int)" (?HSizePosZ@Ctrl@Upp@
 @QAEAAV12@HH@Z) non risolto nella funzione "void __cdecl InitLayout<struct
WithInfoLayout<class Upp::ParentCtrl>,struct WithInfoLayout<class Upp::Par
 entCtrl> >(class Upp::Ctrl &,struct WithInfoLayout<class Upp::ParentCtrl> &,struct
WithInfoLayout<class Upp::ParentCtrl> &,struct InfoLayout__layid &
 )"
(??$InitLayout@U?$WithInfoLayout@VParentCtrl@Upp@@@@U1@@@YAXAAVCtrl@Upp@
@AAU?$WithInfoLayout@VParentCtrl@Upp@@@@1AAUInfoLayout__layid@@@Z)
$blitz.obj : error LNK2001: simbolo esterno "public: class Upp::Ctrl & __thiscall
Upp::Ctrl::HSizePosZ(int,int)" (?HSizePosZ@Ctrl@Upp@@QAEAAV12@HH@Z)
  non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: class Upp::Ctrl & __thiscall
```

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Upp::Ctrl::HSizePosZ(int,int)" (?HSizePosZ@Ctrl@Upp@@QAEAAV12@HH@Z)
  non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: class Upp::Ctrl & __thiscall
Upp::Ctrl::HSizePosZ(int,int)" (?HSizePosZ@Ctrl@Upp@@QAEAAV12@HH@Z)
  non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: class Upp::Ctrl & __thiscall
Upp::Ctrl::LayoutId(char const *)" (?LayoutId@Ctrl@Upp@@QAEAAV12@PB
 D@Z) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: class Upp::Ctrl & __thiscall
Upp::Ctrl::LayoutId(char const *)" (?LayoutId@Ctrl@Upp@@QAEAAV12@PB
 D@Z) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: class Upp::Ctrl & __thiscall
Upp::Ctrl::LayoutId(char const *)" (?LayoutId@Ctrl@Upp@@QAEAAV12@PB
 D@Z) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: class Upp::Ctrl & __thiscall
Upp::Ctrl::LayoutId(char const *)" (?LayoutId@Ctrl@Upp@@QAEAAV12@PB
 D@Z) non risolto
$blitz.obj : error LNK2019: riferimento al simbolo esterno "public: class Upp::Ctrl & __thiscall
Upp::Ctrl::LayoutId(char const *)" (?LayoutId@Ctrl@U
 pp@@QAEAAV12@PBD@Z) non risolto nella funzione "void __cdecl InitLayout<struct
WithInfoLayout<class Upp::ParentCtrl>,struct WithInfoLayout<class Upp:
 :ParentCtrl> >(class Upp::Ctrl &,struct WithInfoLayout<class Upp::ParentCtrl> &,struct
WithInfoLayout<class Upp::ParentCtrl> &,struct InfoLayout__lay
 id &)"
(??$InitLayout@U?$WithInfoLayout@VParentCtrl@Upp@@@@U1@@@YAXAAVCtrl@Upp@
@AAU?$WithInfoLayout@VParentCtrl@Upp@@@@1AAUInfoLayout__layid@@@Z)
$blitz.obj : error LNK2001: simbolo esterno "public: class Upp::Ctrl & __thiscall
Upp::Ctrl::LayoutId(char const *)" (?LayoutId@Ctrl@Upp@@QAEAAV12@PB
 D@Z) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: class Upp::Ctrl & __thiscall
Upp::Ctrl::LayoutId(char const *)" (?LayoutId@Ctrl@Upp@@QAEAAV12@PB
 D@Z) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: class Upp::Ctrl & __thiscall
Upp::Ctrl::LayoutId(char const *)" (?LayoutId@Ctrl@Upp@@QAEAAV12@PB
 D@Z) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: class Upp::Ctrl & __thiscall
Upp::Ctrl::SetFrame(int,class Upp::CtrlFrame &)" (?SetFrame@Ctrl@Up
 p@@QAEAAV12@HAAVCtrlFrame@2@@Z) non risolto
$blitz.obj : error LNK2019: riferimento al simbolo esterno "public: class Upp::Ctrl & __thiscall
Upp::Ctrl::SetFrame(int,class Upp::CtrlFrame &)" (?S
 etFrame@Ctrl@Upp@@QAEAAV12@HAAVCtrlFrame@2@@Z) non risolto nella funzione
"public: class Upp::Ctrl & __thiscall Upp::Ctrl::SetFrame(class Upp::CtrlFr
 ame &)" (?SetFrame@Ctrl@Upp@@QAEAAV12@AAVCtrlFrame@2@@Z)
$blitz.obj : error LNK2001: simbolo esterno "public: class Upp::Ctrl & __thiscall
Upp::Ctrl::SetFrame(int,class Upp::CtrlFrame &)" (?SetFrame@Ctrl@Up
 p@@QAEAAV12@HAAVCtrlFrame@2@@Z) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: class Upp::Ctrl & __thiscall
Upp::Ctrl::SetFrame(int,class Upp::CtrlFrame &)" (?SetFrame@Ctrl@Up
```

```
 p@@QAEAAV12@HAAVCtrlFrame@2@@Z) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: class Upp::Ctrl & __thiscall
Upp::Ctrl::SetFrame(int,class Upp::CtrlFrame &)" (?SetFrame@Ctrl@Up
 p@@QAEAAV12@HAAVCtrlFrame@2@@Z) non risolto
main.obj : error LNK2019: riferimento al simbolo esterno "public: static void __cdecl
Upp::Ctrl::ExitWin32(void)" (?ExitWin32@Ctrl@Upp@@SAXXZ) non ri
 solto nella funzione _WinMain@16
main.obj : error LNK2019: riferimento al simbolo esterno "public: static void __cdecl
Upp::Ctrl::CloseTopCtrls(void)" (?CloseTopCtrls@Ctrl@Upp@@SAXXZ
 ) non risolto nella funzione _WinMain@16
main.obj : error LNK2019: riferimento al simbolo esterno "class Upp::Vector<class Upp::WString>
__cdecl Upp::SplitCmdLine__(char const *)" (?SplitCmd
 Line__@Upp@@YA?AV?$Vector@VWString@Upp@@@1@PBD@Z) non risolto nella
funzione _WinMain@16
main.obj : error LNK2019: riferimento al simbolo esterno "public: static void __cdecl
Upp::Ctrl::InitWin32(struct HINSTANCE__ *)" (?InitWin32@Ctrl@Up
 p@@SAXPAUHINSTANCE__@@@Z) non risolto nella funzione _WinMain@16
$blitz.obj : error LNK2001: simbolo esterno "public: void __thiscall Upp::Ctrl::Sync(void)"
(?Sync@Ctrl@Upp@@QAEXXZ) non risolto
main.obj : error LNK2019: riferimento al simbolo esterno "public: void __thiscall
Upp::Ctrl::Sync(void)" (?Sync@Ctrl@Upp@@QAEXXZ) non risolto nella f
 unzione "public: void __thiscall Upp::Progress::SetText(char const *)"
(?SetText@Progress@Upp@@QAEXPBD@Z)
$blitz.obj : error LNK2001: simbolo esterno "public: void __thiscall Upp::Ctrl::Sync(void)"
(?Sync@Ctrl@Upp@@QAEXXZ) non risolto
Impostazioni.obj : error LNK2001: simbolo esterno "public: void __thiscall Upp::Ctrl::Sync(void)"
(?Sync@Ctrl@Upp@@QAEXXZ) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: void __thiscall Upp::Ctrl::Sync(void)"
(?Sync@Ctrl@Upp@@QAEXXZ) non risolto
CtrlLib.obj : error LNK2019: riferimento al simbolo esterno "void __cdecl
Upp::CtrlSetDefaultSkin(void (__cdecl*)(void),void (__cdecl*)(void))" (?Ctr
 lSetDefaultSkin@Upp@@YAXP6AXXZ0@Z) non risolto nella funzione "void __cdecl
Upp::s__s11_fn(void)" (?s__s11_fn@Upp@@YAXXZ)
$blitz.obj : error LNK2019: riferimento al simbolo esterno "public: static unsigned long __cdecl
Upp::Ctrl::AccessKeyBit(int)" (?AccessKeyBit@Ctrl@Up
 p@@SAKH@Z) non risolto nella funzione "int __cdecl Upp::ChooseAccessKey(char const
*,unsigned long)" (?ChooseAccessKey@Upp@@YAHPBDK@Z)
$blitz.obj : error LNK2019: riferimento al simbolo esterno "int __cdecl Upp::GUI_GlobalStyle(void)"
(?GUI_GlobalStyle@Upp@@YAHXZ) non risolto nella f
 unzione "class Upp::Image __cdecl Upp::DisabledImage(class Upp::Image const &,bool)"
(?DisabledImage@Upp@@YA?AVImage@1@ABV21@_N@Z)
$blitz.obj : error LNK2001: simbolo esterno "public: struct Upp::Size_<int> __thiscall
Upp::Ctrl::GetSize(void)const " (?GetSize@Ctrl@Upp@@QBE?AU?$Si
 ze_@H@2@XZ) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: struct Upp::Size_<int> __thiscall
Upp::Ctrl::GetSize(void)const " (?GetSize@Ctrl@Upp@@QBE?AU?$Si
 ze_@H@2@XZ) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: struct Upp::Size_<int> __thiscall
```

Upp::Ctrl::GetSize(void)const " (?GetSize@Ctrl@Upp@@QBE?AU?$Si
 ze_@H@2@XZ) non risolto
$blitz.obj : error LNK2019: riferimento al simbolo esterno "public: struct Upp::Size_<int> __thiscall
Upp::Ctrl::GetSize(void)const " (?GetSize@Ctrl@
 Upp@@QBE?AU?$Size_@H@2@XZ) non risolto nella funzione "public: class
Upp::VectorMap<class Upp::String,double,struct Upp::StdHash<class Upp::String> >
  & __thiscall Upp::VectorMap<class Upp::String,double,struct Upp::StdHash<class Upp::String>
>::operator=(class Upp::VectorMap<class Upp::String,doub
 le,struct Upp::StdHash<class Upp::String> > &)"
(??4?$VectorMap@VString@Upp@@NU?$StdHash@VString@Upp@@@2@@Upp@@QAEA
AV01@AAV01@@Z)
$blitz.obj : error LNK2001: simbolo esterno "public: struct Upp::Size_<int> __thiscall
Upp::Ctrl::GetSize(void)const " (?GetSize@Ctrl@Upp@@QBE?AU?$Si
 ze_@H@2@XZ) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: struct Upp::Size_<int> __thiscall
Upp::Ctrl::GetSize(void)const " (?GetSize@Ctrl@Upp@@QBE?AU?$Si
 ze_@H@2@XZ) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: struct Upp::Size_<int> __thiscall
Upp::Ctrl::GetSize(void)const " (?GetSize@Ctrl@Upp@@QBE?AU?$Si
 ze_@H@2@XZ) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: struct Upp::Size_<int> __thiscall
Upp::Ctrl::GetSize(void)const " (?GetSize@Ctrl@Upp@@QBE?AU?$Si
 ze_@H@2@XZ) non risolto
$blitz.obj : error LNK2019: riferimento al simbolo esterno "public: struct Upp::Rect_<int> __thiscall
Upp::Ctrl::GetScreenView(void)const " (?GetScre
 enView@Ctrl@Upp@@QBE?AU?$Rect_@H@2@XZ) non risolto nella funzione "private: struct
Upp::Point_<int> __thiscall Upp::DisplayPopup::Op(struct Upp::Poin
 t_<int>)" (?Op@DisplayPopup@Upp@@AAE?AU?$Point_@H@2@U32@@Z)
$blitz.obj : error LNK2001: simbolo esterno "public: struct Upp::Rect_<int> __thiscall
Upp::Ctrl::GetScreenView(void)const " (?GetScreenView@Ctrl@Upp
 @@QBE?AU?$Rect_@H@2@XZ) non risolto
$blitz.obj : error LNK2019: riferimento al simbolo esterno "public: static void __cdecl
Upp::Ctrl::InstallMouseHook(bool (__cdecl*)(class Upp::Ctrl *
 ,bool,int,struct Upp::Point_<int>,int,unsigned long))"
(?InstallMouseHook@Ctrl@Upp@@SAXP6A_NPAV12@_NHU?$Point_@H@2@HK@Z@Z)
non risolto nella funzione
  "public: __thiscall Upp::DisplayPopup::DisplayPopup(void)"
(??0DisplayPopup@Upp@@QAE@XZ)
$blitz.obj : error LNK2019: riferimento al simbolo esterno "public: static void __cdecl
Upp::Ctrl::InstallStateHook(bool (__cdecl*)(class Upp::Ctrl *
 ,int))" (?InstallStateHook@Ctrl@Upp@@SAXP6A_NPAV12@H@Z@Z) non risolto nella
funzione "public: __thiscall Upp::DisplayPopup::DisplayPopup(void)" (??0D
 isplayPopup@Upp@@QAE@XZ)
$blitz.obj : error LNK2019: riferimento al simbolo esterno "class Upp::CtrlFrame & __cdecl
Upp::BlackFrame(void)" (?BlackFrame@Upp@@YAAAVCtrlFrame@1@
 XZ) non risolto nella funzione "public: __thiscall Upp::DisplayPopup::DisplayPopup(void)"
(??0DisplayPopup@Upp@@QAE@XZ)
$blitz.obj : error LNK2001: simbolo esterno "public: __thiscall Upp::Ctrl::Ctrl(void)"

(??0Ctrl@Upp@@QAE@XZ) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: __thiscall Upp::Ctrl::Ctrl(void)"
(??0Ctrl@Upp@@QAE@XZ) non risolto
$blitz.obj : error LNK2019: riferimento al simbolo esterno "public: __thiscall Upp::Ctrl::Ctrl(void)"
(??0Ctrl@Upp@@QAE@XZ) non risolto nella funzion
 e "public: __thiscall Upp::DisplayPopup::DisplayPopup(void)"
(??0DisplayPopup@Upp@@QAE@XZ)
$blitz.obj : error LNK2001: simbolo esterno "public: __thiscall Upp::Ctrl::Ctrl(void)"
(??0Ctrl@Upp@@QAE@XZ) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: __thiscall Upp::Ctrl::Ctrl(void)"
(??0Ctrl@Upp@@QAE@XZ) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: __thiscall Upp::Ctrl::Ctrl(void)"
(??0Ctrl@Upp@@QAE@XZ) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual struct Upp::Size_<int> __thiscall
Upp::Ctrl::GetMinSize(void)const " (?GetMinSize@Ctrl@U
 pp@@UBE?AU?$Size_@H@2@XZ) non risolto
$blitz.obj : error LNK2019: riferimento al simbolo esterno "public: virtual struct Upp::Size_<int>
__thiscall Upp::Ctrl::GetMinSize(void)const " (?Ge
 tMinSize@Ctrl@Upp@@UBE?AU?$Size_@H@2@XZ) non risolto nella funzione "public: void
__thiscall Upp::GridCtrl::StdMenuBar(class Upp::Bar &)" (?StdMenuBa
 r@GridCtrl@Upp@@QAEXAAVBar@2@@Z)
$blitz.obj : error LNK2001: simbolo esterno "public: virtual struct Upp::Size_<int> __thiscall
Upp::Ctrl::GetMinSize(void)const " (?GetMinSize@Ctrl@U
 pp@@UBE?AU?$Size_@H@2@XZ) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual struct Upp::Size_<int> __thiscall
Upp::Ctrl::GetMinSize(void)const " (?GetMinSize@Ctrl@U
 pp@@UBE?AU?$Size_@H@2@XZ) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual struct Upp::Size_<int> __thiscall
Upp::Ctrl::GetStdSize(void)const " (?GetStdSize@Ctrl@U
 pp@@UBE?AU?$Size_@H@2@XZ) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual struct Upp::Size_<int> __thiscall
Upp::Ctrl::GetStdSize(void)const " (?GetStdSize@Ctrl@U
 pp@@UBE?AU?$Size_@H@2@XZ) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual struct Upp::Size_<int> __thiscall
Upp::Ctrl::GetStdSize(void)const " (?GetStdSize@Ctrl@U
 pp@@UBE?AU?$Size_@H@2@XZ) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual struct Upp::Size_<int> __thiscall
Upp::Ctrl::GetStdSize(void)const " (?GetStdSize@Ctrl@U
 pp@@UBE?AU?$Size_@H@2@XZ) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual struct Upp::Size_<int> __thiscall
Upp::Ctrl::GetStdSize(void)const " (?GetStdSize@Ctrl@U
 pp@@UBE?AU?$Size_@H@2@XZ) non risolto
$blitz.obj : error LNK2019: riferimento al simbolo esterno "public: virtual struct Upp::Size_<int>
__thiscall Upp::Ctrl::GetStdSize(void)const " (?Ge
 tStdSize@Ctrl@Upp@@UBE?AU?$Size_@H@2@XZ) non risolto nella funzione "public: void
__thiscall MaterialiLayout::CreaLayout(class Upp::StaticRect &)" (?
 CreaLayout@MaterialiLayout@@QAEXAAVStaticRect@Upp@@@Z)
$blitz.obj : error LNK2001: simbolo esterno "public: virtual struct Upp::Size_<int> __thiscall

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Upp::Ctrl::GetStdSize(void)const " (?GetStdSize@Ctrl@U
 pp@@UBE?AU?$Size_@H@2@XZ) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual struct Upp::Size_<int> __thiscall
Upp::Ctrl::GetStdSize(void)const " (?GetStdSize@Ctrl@U
 pp@@UBE?AU?$Size_@H@2@XZ) non risolto
$blitz.obj : error LNK2019: riferimento al simbolo esterno "public: void __thiscall
Upp::Ctrl::Refresh(void)" (?Refresh@Ctrl@Upp@@QAEXXZ) non risolto
  nella funzione "public: __thiscall WoodCombinerCtrl::WoodCombinerCtrl(void)"
(??0WoodCombinerCtrl@@QAE@XZ)
$blitz.obj : error LNK2001: simbolo esterno "public: void __thiscall Upp::Ctrl::Refresh(void)"
(?Refresh@Ctrl@Upp@@QAEXXZ) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: void __thiscall Upp::Ctrl::Refresh(void)"
(?Refresh@Ctrl@Upp@@QAEXXZ) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: void __thiscall Upp::Ctrl::Refresh(void)"
(?Refresh@Ctrl@Upp@@QAEXXZ) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: void __thiscall Upp::Ctrl::Refresh(void)"
(?Refresh@Ctrl@Upp@@QAEXXZ) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: void __thiscall Upp::Ctrl::Refresh(void)"
(?Refresh@Ctrl@Upp@@QAEXXZ) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: void __thiscall Upp::Ctrl::Refresh(void)"
(?Refresh@Ctrl@Upp@@QAEXXZ) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: void __thiscall Upp::Ctrl::Refresh(void)"
(?Refresh@Ctrl@Upp@@QAEXXZ) non risolto
$blitz.obj : error LNK2019: riferimento al simbolo esterno "public: void __thiscall
Upp::Ctrl::PopUp(class Upp::Ctrl *,bool,bool,bool,bool)" (?PopUp@
 Ctrl@Upp@@QAEXPAV12@_N111@Z) non risolto nella funzione "private: void __thiscall
Upp::DisplayPopup::Sync(void)" (?Sync@DisplayPopup@Upp@@AAEXXZ)
$blitz.obj : error LNK2001: simbolo esterno "public: void __thiscall Upp::Ctrl::PopUp(class
Upp::Ctrl *,bool,bool,bool,bool)" (?PopUp@Ctrl@Upp@@QAEXP
 AV12@_N111@Z) non risolto
$blitz.obj : error LNK2019: riferimento al simbolo esterno "public: bool __thiscall
Upp::Ctrl::HasFocusDeep(void)const " (?HasFocusDeep@Ctrl@Upp@@QBE
 _NXZ) non risolto nella funzione "private: void __thiscall Upp::DisplayPopup::Sync(void)"
(?Sync@DisplayPopup@Upp@@AAEXXZ)
$blitz.obj : error LNK2001: simbolo esterno "public: bool __thiscall
Upp::Ctrl::HasFocusDeep(void)const " (?HasFocusDeep@Ctrl@Upp@@QBE_NXZ) non risol
 to
$blitz.obj : error LNK2019: riferimento al simbolo esterno "public: class Upp::Ctrl * __thiscall
Upp::Ctrl::GetTopCtrl(void)" (?GetTopCtrl@Ctrl@Upp@@
 QAEPAV12@XZ) non risolto nella funzione "private: void __thiscall
Upp::DisplayPopup::Sync(void)" (?Sync@DisplayPopup@Upp@@AAEXXZ)
$blitz.obj : error LNK2019: riferimento al simbolo esterno "public: static class Upp::Ctrl * __cdecl
Upp::Ctrl::GetDragAndDropTarget(void)" (?GetDrag
 AndDropTarget@Ctrl@Upp@@SAPAV12@XZ) non risolto nella funzione "public: bool __thiscall
Upp::Ctrl::IsDragAndDropTarget(void)" (?IsDragAndDropTarget@C
 trl@Upp@@QAE_NXZ)
$blitz.obj : error LNK2019: riferimento al simbolo esterno "public: bool __thiscall
Upp::Ctrl::IsOpen(void)const " (?IsOpen@Ctrl@Upp@@QBE_NXZ) non ri
```

```
 solto nella funzione "private: static void __cdecl Upp::DisplayPopup::SyncAll(void)"
(?SyncAll@DisplayPopup@Upp@@CAXXZ)
$blitz.obj : error LNK2001: simbolo esterno "public: bool __thiscall Upp::Ctrl::IsOpen(void)const "
(?IsOpen@Ctrl@Upp@@QBE_NXZ) non risolto
$blitz.obj : error LNK2019: riferimento al simbolo esterno "public: bool __thiscall
Upp::Ctrl::HasMouse(void)const " (?HasMouse@Ctrl@Upp@@QBE_NXZ) no
 n risolto nella funzione "public: bool __thiscall Upp::DisplayPopup::HasMouse(void)"
(?HasMouse@DisplayPopup@Upp@@QAE_NXZ)
$blitz.obj : error LNK2019: riferimento al simbolo esterno "public: class Upp::Ctrl & __thiscall
Upp::Ctrl::Tip(char const *)" (?Tip@Ctrl@Upp@@QAEAAV
 12@PBD@Z) non risolto nella funzione "public: void __thiscall Upp::DisplayPopup::Set(class
Upp::Ctrl *,struct Upp::Rect_<int> const &,class Upp::Valu
 e const &,class Upp::Display const *,class Upp::Color,class Upp::Color,unsigned long,int)"
(?Set@DisplayPopup@Upp@@QAEXPAVCtrl@2@ABU?$Rect_@H@2@ABVVa
 lue@2@PBVDisplay@2@VColor@2@4KH@Z)
$blitz.obj : error LNK2019: riferimento al simbolo esterno "public: class Upp::String __thiscall
Upp::Ctrl::GetTip(void)const " (?GetTip@Ctrl@Upp@@QB
 E?AVString@2@XZ) non risolto nella funzione "public: void __thiscall
Upp::DisplayPopup::Set(class Upp::Ctrl *,struct Upp::Rect_<int> const &,class Up
 p::Value const &,class Upp::Display const *,class Upp::Color,class Upp::Color,unsigned long,int)"
(?Set@DisplayPopup@Upp@@QAEXPAVCtrl@2@ABU?$Rect_@H@
 2@ABVValue@2@PBVDisplay@2@VColor@2@4KH@Z)
$blitz.obj : error LNK2019: riferimento al simbolo esterno "public: bool __thiscall
Upp::Ctrl::SetCapture(void)" (?SetCapture@Ctrl@Upp@@QAE_NXZ) non
 risolto nella funzione "public: virtual void __thiscall Upp::Pusher::LeftDown(struct
Upp::Point_<int>,unsigned long)" (?LeftDown@Pusher@Upp@@UAEXU?$P
 oint_@H@2@K@Z)
$blitz.obj : error LNK2001: simbolo esterno "public: bool __thiscall Upp::Ctrl::SetCapture(void)"
(?SetCapture@Ctrl@Upp@@QAE_NXZ) non risolto
$blitz.obj : error LNK2019: riferimento al simbolo esterno "public: bool __thiscall
Upp::Ctrl::SetWantFocus(void)" (?SetWantFocus@Ctrl@Upp@@QAE_NXZ)
 non risolto nella funzione "public: virtual void __thiscall Upp::Pusher::LeftDown(struct
Upp::Point_<int>,unsigned long)" (?LeftDown@Pusher@Upp@@UAEX
 U?$Point_@H@2@K@Z)
$blitz.obj : error LNK2019: riferimento al simbolo esterno "public: static bool __cdecl
Upp::Ctrl::ClickFocus(void)" (?ClickFocus@Ctrl@Upp@@SA_NXZ) n
 on risolto nella funzione "public: virtual void __thiscall Upp::Pusher::LeftDown(struct
Upp::Point_<int>,unsigned long)" (?LeftDown@Pusher@Upp@@UAEXU
 ?$Point_@H@2@K@Z)
$blitz.obj : error LNK2019: riferimento al simbolo esterno "public: bool __thiscall
Upp::Ctrl::HasCapture(void)const " (?HasCapture@Ctrl@Upp@@QBE_NXZ
 ) non risolto nella funzione "public: virtual void __thiscall Upp::Pusher::MouseMove(struct
Upp::Point_<int>,unsigned long)" (?MouseMove@Pusher@Upp@@
 UAEXU?$Point_@H@2@K@Z)
$blitz.obj : error LNK2001: simbolo esterno "public: bool __thiscall
Upp::Ctrl::HasCapture(void)const " (?HasCapture@Ctrl@Upp@@QBE_NXZ) non risolto
$blitz.obj : error LNK2019: riferimento al simbolo esterno "public: struct Upp::Rect_<int> __thiscall
Upp::Ctrl::GetRect(void)const " (?GetRect@Ctrl@
```

```
 Upp@@QBE?AU?$Rect_@H@2@XZ) non risolto nella funzione "struct Upp::Button::Style const
* __cdecl Upp::GetButtonStyle(class Upp::Ctrl const *)" (?GetB
 uttonStyle@Upp@@YAPBUStyle@Button@1@PBVCtrl@1@@Z)
$blitz.obj : error LNK2001: simbolo esterno "public: struct Upp::Rect_<int> __thiscall
Upp::Ctrl::GetRect(void)const " (?GetRect@Ctrl@Upp@@QBE?AU?$Re
 ct_@H@2@XZ) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: struct Upp::Rect_<int> __thiscall
Upp::Ctrl::GetRect(void)const " (?GetRect@Ctrl@Upp@@QBE?AU?$Re
 ct_@H@2@XZ) non risolto
$blitz.obj : error LNK2019: riferimento al simbolo esterno "private: void __thiscall
Upp::Ctrl::SyncLayout(int)" (?SyncLayout@Ctrl@Upp@@AAEXH@Z) non
 risolto nella funzione "public: void __thiscall Upp::Ctrl::RefreshLayout(void)"
(?RefreshLayout@Ctrl@Upp@@QAEXXZ)
$blitz.obj : error LNK2001: simbolo esterno "private: void __thiscall Upp::Ctrl::SyncLayout(int)"
(?SyncLayout@Ctrl@Upp@@AAEXH@Z) non risolto
$blitz.obj : error LNK2019: riferimento al simbolo esterno "public: class Upp::Ctrl const * __thiscall
Upp::Ctrl::GetTopCtrl(void)const " (?GetTopCtr
 l@Ctrl@Upp@@QBEPBV12@XZ) non risolto nella funzione "protected: struct Upp::Button::Style
const * __thiscall Upp::Button::St(void)const " (?St@Button
 @Upp@@IBEPBUStyle@12@XZ)
$blitz.obj : error LNK2001: simbolo esterno "private: static class Upp::Ptr<class Upp::Ctrl>
Upp::Ctrl::focusCtrl" (?focusCtrl@Ctrl@Upp@@0V?$Ptr@VCtr
 l@Upp@@@2@A) non risolto
$blitz.obj : error LNK2001: simbolo esterno "private: static class Upp::Ptr<class Upp::Ctrl>
Upp::Ctrl::focusCtrl" (?focusCtrl@Ctrl@Upp@@0V?$Ptr@VCtr
 l@Upp@@@2@A) non risolto
$blitz.obj : error LNK2019: riferimento al simbolo esterno "public: bool __thiscall
Upp::Ctrl::VisibleAccessKeys(void)" (?VisibleAccessKeys@Ctrl@Upp@
 @QAE_NXZ) non risolto nella funzione "public: virtual void __thiscall Upp::Button::Paint(class
Upp::Draw &)" (?Paint@Button@Upp@@UAEXAAVDraw@2@@Z)
$blitz.obj : error LNK2019: riferimento al simbolo esterno "public: void __thiscall
Upp::Ctrl::SetFrameRect(int,int,int,int)" (?SetFrameRect@Ctrl@Upp
 @@QAEXHHHH@Z) non risolto nella funzione "public: virtual void __thiscall
Upp::SpinButtons::FrameLayout(struct Upp::Rect_<int> &)" (?FrameLayout@Spin
 Buttons@Upp@@UAEXAAU?$Rect_@H@2@@Z)
$blitz.obj : error LNK2019: riferimento al simbolo esterno "public: void __thiscall
Upp::Ctrl::Remove(void)" (?Remove@Ctrl@Upp@@QAEXXZ) non risolto n
 ella funzione "public: virtual void __thiscall Upp::SpinButtons::FrameRemove(void)"
(?FrameRemove@SpinButtons@Upp@@UAEXXZ)
$blitz.obj : error LNK2001: simbolo esterno "public: void __thiscall Upp::Ctrl::Remove(void)"
(?Remove@Ctrl@Upp@@QAEXXZ) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: void __thiscall Upp::Ctrl::Remove(void)"
(?Remove@Ctrl@Upp@@QAEXXZ) non risolto
$blitz.obj : error LNK2019: riferimento al simbolo esterno "public: void __thiscall
Upp::Ctrl::Refresh(int,int,int,int)" (?Refresh@Ctrl@Upp@@QAEXHHHH
 @Z) non risolto nella funzione "protected: virtual void __thiscall Upp::Option::RefreshPush(void)"
(?RefreshPush@Option@Upp@@MAEXXZ)
$blitz.obj : error LNK2001: simbolo esterno "public: void __thiscall Upp::Ctrl::Refresh(int,int,int,int)"
```

(?Refresh@Ctrl@Upp@@QAEXHHHH@Z) non risolto

$blitz.obj : error LNK2019: riferimento al simbolo esterno "public: void __thiscall
Upp::Ctrl::UpdateAction(void)" (?UpdateAction@Ctrl@Upp@@QAEXXZ) n
 on risolto nella funzione "protected: virtual void __thiscall Upp::Option::PerformAction(void)"
(?PerformAction@Option@Upp@@MAEXXZ)
$blitz.obj : error LNK2019: riferimento al simbolo esterno "public: void __thiscall
Upp::Ctrl::Update(void)" (?Update@Ctrl@Upp@@QAEXXZ) non risolto n
 ella funzione "public: class Upp::Option & __thiscall Upp::Option::Set(int)"
(?Set@Option@Upp@@QAEAAV12@H@Z)
$blitz.obj : error LNK2019: riferimento al simbolo esterno "public: void __thiscall
Upp::Ctrl::UpdateRefresh(void)" (?UpdateRefresh@Ctrl@Upp@@QAEXXZ)
  non risolto nella funzione "public: void __thiscall Upp::ButtonOption::Set(bool)"
(?Set@ButtonOption@Upp@@QAEX_N@Z)
$blitz.obj : error LNK2019: riferimento al simbolo esterno "public: void __thiscall
Upp::Ctrl::UpdateActionRefresh(void)" (?UpdateActionRefresh@Ctrl@
 Upp@@QAEXXZ) non risolto nella funzione "public: virtual void __thiscall
Upp::ButtonOption::LeftUp(struct Upp::Point_<int>,unsigned long)" (?LeftUp@B
 uttonOption@Upp@@UAEXU?$Point_@H@2@K@Z)
$blitz.obj : error LNK2019: riferimento al simbolo esterno "public: void __thiscall
Upp::Ctrl::Action(void)" (?Action@Ctrl@Upp@@QAEXXZ) non risolto n
 ella funzione "protected: virtual void __thiscall Upp::DataPusher::DoAction(void)"
(?DoAction@DataPusher@Upp@@MAEXXZ)
$blitz.obj : error LNK2001: simbolo esterno "public: void __thiscall Upp::Ctrl::Action(void)"
(?Action@Ctrl@Upp@@QAEXXZ) non risolto
$blitz.obj : error LNK2019: riferimento al simbolo esterno "public: void __thiscall
Upp::Ctrl::Refresh(struct Upp::Rect_<int> const &)" (?Refresh@Ctr
 l@Upp@@QAEXABU?$Rect_@H@2@@Z) non risolto nella funzione "public: void __thiscall
Upp::Switch::EnableCase(int,bool)" (?EnableCase@Switch@Upp@@QAEXH_N
 @Z)
$blitz.obj : error LNK2001: simbolo esterno "public: void __thiscall Upp::Ctrl::Refresh(struct
Upp::Rect_<int> const &)" (?Refresh@Ctrl@Upp@@QAEXABU?
 $Rect_@H@2@@Z) non risolto
$blitz.obj : error LNK2019: riferimento al simbolo esterno "public: bool __thiscall
Upp::Ctrl::HasMouseIn(struct Upp::Rect_<int> const &)const " (?Ha
 sMouseIn@Ctrl@Upp@@QBE_NABU?$Rect_@H@2@@Z) non risolto nella funzione "public:
virtual void __thiscall Upp::Switch::Paint(class Upp::Draw &)" (?Paint
 @Switch@Upp@@UAEXAAVDraw@2@@Z)
$blitz.obj : error LNK2019: riferimento al simbolo esterno "public: void __thiscall
Upp::Ctrl::RefreshFrame(void)" (?RefreshFrame@Ctrl@Upp@@QAEXXZ) n
 on risolto nella funzione "protected: void __thiscall Upp::EditField::SyncEdge(void)"
(?SyncEdge@EditField@Upp@@IAEXXZ)
$blitz.obj : error LNK2019: riferimento al simbolo esterno "public: static class Upp::Image __cdecl
Upp::Image::IBeam(void)" (?IBeam@Image@Upp@@SA?AV
 12@XZ) non risolto nella funzione "public: virtual class Upp::Image __thiscall
Upp::EditField::CursorImage(struct Upp::Point_<int>,unsigned long)" (?
 CursorImage@EditField@Upp@@UAE?AVImage@2@U?$Point_@H@2@K@Z)
$blitz.obj : error LNK2019: riferimento al simbolo esterno "public: void __thiscall

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Upp::Ctrl::SetCaret(int,int,int,int)" (?SetCaret@Ctrl@Upp@@QAEXHH
 HH@Z) non risolto nella funzione "protected: void __thiscall Upp::EditField::SyncCaret(void)"
(?SyncCaret@EditField@Upp@@IAEXXZ)
$blitz.obj : error LNK2019: riferimento al simbolo esterno "public: class Upp::Ctrl & __thiscall
Upp::Ctrl::LeftPos(int,int)" (?LeftPos@Ctrl@Upp@@QAE
 AAV12@HH@Z) non risolto nella funzione "protected: void __thiscall
Upp::EditField::Finish(bool)" (?Finish@EditField@Upp@@IAEX_N@Z)
$blitz.obj : error LNK2001: simbolo esterno "public: class Upp::Ctrl & __thiscall
Upp::Ctrl::LeftPos(int,int)" (?LeftPos@Ctrl@Upp@@QAEAAV12@HH@Z) non
  risolto
$blitz.obj : error LNK2019: riferimento al simbolo esterno "public: bool __thiscall
Upp::Ctrl::SetFocus(void)" (?SetFocus@Ctrl@Upp@@QAE_NXZ) non riso
 lto nella funzione "public: virtual void __thiscall Upp::EditField::LeftDown(struct
Upp::Point_<int>,unsigned long)" (?LeftDown@EditField@Upp@@UAEXU?
 $Point_@H@2@K@Z)
$blitz.obj : error LNK2001: simbolo esterno "public: bool __thiscall Upp::Ctrl::SetFocus(void)"
(?SetFocus@Ctrl@Upp@@QAE_NXZ) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: bool __thiscall Upp::Ctrl::SetFocus(void)"
(?SetFocus@Ctrl@Upp@@QAE_NXZ) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: bool __thiscall Upp::Ctrl::SetFocus(void)"
(?SetFocus@Ctrl@Upp@@QAE_NXZ) non risolto
$blitz.obj : error LNK2019: riferimento al simbolo esterno "class Upp::WString __cdecl
Upp::GetWString(class Upp::PasteClip &)" (?GetWString@Upp@@YA?
 AVWString@1@AAVPasteClip@1@@Z) non risolto nella funzione "public: virtual void __thiscall
Upp::EditField::MiddleDown(struct Upp::Point_<int>,unsigne
 d long)" (?MiddleDown@EditField@Upp@@UAEXU?$Point_@H@2@K@Z)
$blitz.obj : error LNK2019: riferimento al simbolo esterno "bool __cdecl Upp::AcceptText(class
Upp::PasteClip &)" (?AcceptText@Upp@@YA_NAAVPasteClip@
 1@@Z) non risolto nella funzione "public: virtual void __thiscall
Upp::EditField::MiddleDown(struct Upp::Point_<int>,unsigned long)" (?MiddleDown@Edi
 tField@Upp@@UAEXU?$Point_@H@2@K@Z)
$blitz.obj : error LNK2019: riferimento al simbolo esterno "public: static class Upp::PasteClip &
__cdecl Upp::Ctrl::Selection(void)" (?Selection@Ctr
 l@Upp@@SAAAVPasteClip@2@XZ) non risolto nella funzione "public: virtual void __thiscall
Upp::EditField::MiddleDown(struct Upp::Point_<int>,unsigned l
 ong)" (?MiddleDown@EditField@Upp@@UAEXU?$Point_@H@2@K@Z)
$blitz.obj : error LNK2019: riferimento al simbolo esterno "public: void __thiscall
Upp::Ctrl::SetSelectionSource(char const *)" (?SetSelectionSource
 @Ctrl@Upp@@QAEXPBD@Z) non risolto nella funzione "public: void __thiscall
Upp::EditField::Move(int,bool)" (?Move@EditField@Upp@@QAEXH_N@Z)
$blitz.obj : error LNK2019: riferimento al simbolo esterno "char const * __cdecl
Upp::ClipFmtsText(void)" (?ClipFmtsText@Upp@@YAPBDXZ) non risolto ne
 lla funzione "public: void __thiscall Upp::EditField::Move(int,bool)"
(?Move@EditField@Upp@@QAEXH_N@Z)
$blitz.obj : error LNK2019: riferimento al simbolo esterno "void __cdecl
Upp::AppendClipboardUnicodeText(class Upp::WString const &)" (?AppendClipboa
 rdUnicodeText@Upp@@YAXABVWString@1@@Z) non risolto nella funzione "void __cdecl
Upp::WriteClipboardUnicodeText(class Upp::WString const &)" (?WriteCl
```

```
 ipboardUnicodeText@Upp@@YAXABVWString@1@@Z)
$blitz.obj : error LNK2019: riferimento al simbolo esterno "void __cdecl Upp::ClearClipboard(void)"
(?ClearClipboard@Upp@@YAXXZ) non risolto nella fu
 nzione "void __cdecl Upp::WriteClipboardUnicodeText(class Upp::WString const &)"
(?WriteClipboardUnicodeText@Upp@@YAXABVWString@1@@Z)
$blitz.obj : error LNK2001: simbolo esterno "void __cdecl Upp::ClearClipboard(void)"
(?ClearClipboard@Upp@@YAXXZ) non risolto
$blitz.obj : error LNK2019: riferimento al simbolo esterno "public: static class Upp::Ctrl * __cdecl
Upp::Ctrl::GetDragAndDropSource(void)" (?GetDrag
 AndDropSource@Ctrl@Upp@@SAPAV12@XZ) non risolto nella funzione "public: bool __thiscall
Upp::Ctrl::IsDragAndDropSource(void)" (?IsDragAndDropSource@C
 trl@Upp@@QAE_NXZ)
$blitz.obj : error LNK2001: simbolo esterno "public: virtual __thiscall
Upp::ImageDraw::~ImageDraw(void)" (??1ImageDraw@Upp@@UAE@XZ) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual __thiscall
Upp::ImageDraw::~ImageDraw(void)" (??1ImageDraw@Upp@@UAE@XZ) non risolto
$blitz.obj : error LNK2019: riferimento al simbolo esterno "public: virtual __thiscall
Upp::ImageDraw::~ImageDraw(void)" (??1ImageDraw@Upp@@UAE@XZ) n
 on risolto nella funzione "public: virtual void __thiscall Upp::EditField::LeftDrag(struct
Upp::Point_<int>,unsigned long)" (?LeftDrag@EditField@Upp@
 @UAEXU?$Point_@H@2@K@Z)
ChWin32.obj : error LNK2001: simbolo esterno "public: virtual __thiscall
Upp::ImageDraw::~ImageDraw(void)" (??1ImageDraw@Upp@@UAE@XZ) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual __thiscall
Upp::ImageDraw::~ImageDraw(void)" (??1ImageDraw@Upp@@UAE@XZ) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual __thiscall
Upp::ImageDraw::~ImageDraw(void)" (??1ImageDraw@Upp@@UAE@XZ) non risolto
$blitz.obj : error LNK2019: riferimento al simbolo esterno "public: int __thiscall
Upp::Ctrl::DoDragAndDrop(class Upp::VectorMap<class Upp::String,st
 ruct Upp::ClipData,struct Upp::StdHash<class Upp::String> > const &,class Upp::Image const
&,unsigned long)" (?DoDragAndDrop@Ctrl@Upp@@QAEHABV?$Vecto
 rMap@VString@Upp@@UClipData@2@U?$StdHash@VString@Upp@@@2@@2@ABVImag
e@2@K@Z) non risolto nella funzione "public: virtual void __thiscall Upp::EditFiel
 d::LeftDrag(struct Upp::Point_<int>,unsigned long)"
(?LeftDrag@EditField@Upp@@UAEXU?$Point_@H@2@K@Z)
$blitz.obj : error LNK2001: simbolo esterno "public: __thiscall Upp::ImageDraw::operator class
Upp::Image(void)const " (??BImageDraw@Upp@@QBE?AVImage
 @1@XZ) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: __thiscall Upp::ImageDraw::operator class
Upp::Image(void)const " (??BImageDraw@Upp@@QBE?AVImage
 @1@XZ) non risolto
$blitz.obj : error LNK2019: riferimento al simbolo esterno "public: __thiscall
Upp::ImageDraw::operator class Upp::Image(void)const " (??BImageDraw@U
 pp@@QBE?AVImage@1@XZ) non risolto nella funzione "public: virtual void __thiscall
Upp::EditField::LeftDrag(struct Upp::Point_<int>,unsigned long)" (?
 LeftDrag@EditField@Upp@@UAEXU?$Point_@H@2@K@Z)
ChWin32.obj : error LNK2001: simbolo esterno "public: __thiscall Upp::ImageDraw::operator class
Upp::Image(void)const " (??BImageDraw@Upp@@QBE?AVImag
```

```
 e@1@XZ) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: __thiscall Upp::ImageDraw::operator class
Upp::Image(void)const " (??BImageDraw@Upp@@QBE?AVImage
 @1@XZ) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: __thiscall Upp::ImageDraw::operator class
Upp::Image(void)const " (??BImageDraw@Upp@@QBE?AVImage
 @1@XZ) non risolto
$blitz.obj : error LNK2019: riferimento al simbolo esterno "void __cdecl Upp::Append(class
Upp::VectorMap<class Upp::String,struct Upp::ClipData,stru
 ct Upp::StdHash<class Upp::String> > &,class Upp::WString const &)"
(?Append@Upp@@YAXAAV?$VectorMap@VString@Upp@@UClipData@2@U?$StdHash@V
String@Upp@@
 @2@@1@ABVWString@1@@Z) non risolto nella funzione "public: virtual void __thiscall
Upp::EditField::LeftDrag(struct Upp::Point_<int>,unsigned long)" (
 ?LeftDrag@EditField@Upp@@UAEXU?$Point_@H@2@K@Z)
$blitz.obj : error LNK2019: riferimento al simbolo esterno "public: class Upp::Draw & __thiscall
Upp::ImageDraw::Alpha(void)" (?Alpha@ImageDraw@Upp@@
 QAEAAVDraw@2@XZ) non risolto nella funzione "public: virtual void __thiscall
Upp::EditField::LeftDrag(struct Upp::Point_<int>,unsigned long)" (?LeftD
 rag@EditField@Upp@@UAEXU?$Point_@H@2@K@Z)
$blitz.obj : error LNK2001: simbolo esterno "public: __thiscall Upp::ImageDraw::ImageDraw(struct
Upp::Size_<int>)" (??0ImageDraw@Upp@@QAE@U?$Size_@H@
 1@@Z) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: __thiscall Upp::ImageDraw::ImageDraw(struct
Upp::Size_<int>)" (??0ImageDraw@Upp@@QAE@U?$Size_@H@
 1@@Z) non risolto
$blitz.obj : error LNK2019: riferimento al simbolo esterno "public: __thiscall
Upp::ImageDraw::ImageDraw(struct Upp::Size_<int>)" (??0ImageDraw@Upp@@
 QAE@U?$Size_@H@1@@Z) non risolto nella funzione "public: virtual void __thiscall
Upp::EditField::LeftDrag(struct Upp::Point_<int>,unsigned long)" (?L
 eftDrag@EditField@Upp@@UAEXU?$Point_@H@2@K@Z)
ChWin32.obj : error LNK2001: simbolo esterno "public: __thiscall
Upp::ImageDraw::ImageDraw(struct Upp::Size_<int>)"
(??0ImageDraw@Upp@@QAE@U?$Size_@H
 @1@@Z) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: __thiscall Upp::ImageDraw::ImageDraw(struct
Upp::Size_<int>)" (??0ImageDraw@Upp@@QAE@U?$Size_@H@
 1@@Z) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: __thiscall Upp::ImageDraw::ImageDraw(struct
Upp::Size_<int>)" (??0ImageDraw@Upp@@QAE@U?$Size_@H@
 1@@Z) non risolto
$blitz.obj : error LNK2019: riferimento al simbolo esterno "class Upp::String __cdecl
Upp::GetTextClip(class Upp::WString const &,class Upp::String c
 onst &)" (?GetTextClip@Upp@@YA?AVString@1@ABVWString@1@ABV21@@Z) non risolto
nella funzione "public: virtual class Upp::String __thiscall Upp::EditFi
 eld::GetSelectionData(class Upp::String const &)const "
(?GetSelectionData@EditField@Upp@@UBE?AVString@2@ABV32@@Z)
$blitz.obj : error LNK2019: riferimento al simbolo esterno "class Upp::WString __cdecl
```

```
Upp::ReadClipboardUnicodeText(void)" (?ReadClipboardUnicodeTex
 t@Upp@@YA?AVWString@1@XZ) non risolto nella funzione "public: void __thiscall
Upp::EditField::Paste(void)" (?Paste@EditField@Upp@@QAEXXZ)
$blitz.obj : error LNK2001: simbolo esterno "class Upp::WString __cdecl
Upp::ReadClipboardUnicodeText(void)" (?ReadClipboardUnicodeText@Upp@@YA?AVWSt
 ring@1@XZ) non risolto
$blitz.obj : error LNK2019: riferimento al simbolo esterno "bool __cdecl
Upp::IsClipboardAvailableText(void)" (?IsClipboardAvailableText@Upp@@YA_NXZ)
  non risolto nella funzione "public: void __thiscall Upp::EditField::StdBar(class Upp::Bar &)"
(?StdBar@EditField@Upp@@QAEXAAVBar@2@@Z)
$blitz.obj : error LNK2001: simbolo esterno "bool __cdecl Upp::IsClipboardAvailableText(void)"
(?IsClipboardAvailableText@Upp@@YA_NXZ) non risolto
$blitz.obj : error LNK2019: riferimento al simbolo esterno "void __cdecl
Upp::AppendClipboardText(class Upp::String const &)" (?AppendClipboardText@U
 pp@@YAXABVString@1@@Z) non risolto nella funzione "public: void __thiscall
Upp::TextCtrl::Copy(void)" (?Copy@TextCtrl@Upp@@QAEXXZ)
$blitz.obj : error LNK2001: simbolo esterno "void __cdecl Upp::AppendClipboardText(class
Upp::String const &)" (?AppendClipboardText@Upp@@YAXABVStrin
 g@1@@Z) non risolto
$blitz.obj : error LNK2019: riferimento al simbolo esterno "class Upp::String __cdecl
Upp::ReadClipboardText(void)" (?ReadClipboardText@Upp@@YA?AVStr
 ing@1@XZ) non risolto nella funzione "public: void __thiscall Upp::TextCtrl::Paste(void)"
(?Paste@TextCtrl@Upp@@QAEXXZ)
$blitz.obj : error LNK2019: riferimento al simbolo esterno "public: int __thiscall
Upp::Ctrl::DoDragAndDrop(char const *,class Upp::Image const &,uns
 igned long)" (?DoDragAndDrop@Ctrl@Upp@@QAEHPBDABVImage@2@K@Z) non risolto
nella funzione "public: virtual void __thiscall Upp::LineEdit::LeftDrag(str
 uct Upp::Point_<int>,unsigned long)"
(?LeftDrag@LineEdit@Upp@@UAEXU?$Point_@H@2@K@Z)
$blitz.obj : error LNK2019: riferimento al simbolo esterno "int __cdecl
Upp::FrameButtonWidth(void)" (?FrameButtonWidth@Upp@@YAHXZ) non risolto nella
  funzione "public: void __thiscall Upp::ScrollBar__Style__StyleDefault::Init(void)"
(?Init@ScrollBar__Style__StyleDefault@Upp@@QAEXXZ)
ChWin32.obj : error LNK2001: simbolo esterno "int __cdecl Upp::FrameButtonWidth(void)"
(?FrameButtonWidth@Upp@@YAHXZ) non risolto
$blitz.obj : error LNK2019: riferimento al simbolo esterno "int __cdecl
Upp::ScrollBarArrowSize(void)" (?ScrollBarArrowSize@Upp@@YAHXZ) non risolto n
 ella funzione "public: void __thiscall Upp::ScrollBar__Style__StyleDefault::Init(void)"
(?Init@ScrollBar__Style__StyleDefault@Upp@@QAEXXZ)
$blitz.obj : error LNK2019: riferimento al simbolo esterno "public: bool __thiscall
Upp::Ctrl::ReleaseCapture(void)" (?ReleaseCapture@Ctrl@Upp@@QAE_N
 XZ) non risolto nella funzione "public: virtual void __thiscall Upp::ScrollBar::LeftUp(struct
Upp::Point_<int>,unsigned long)" (?LeftUp@ScrollBar@Upp
 @@UAEXU?$Point_@H@2@K@Z)
$blitz.obj : error LNK2001: simbolo esterno "public: bool __thiscall
Upp::Ctrl::ReleaseCapture(void)" (?ReleaseCapture@Ctrl@Upp@@QAE_NXZ) non risolto

$blitz.obj : error LNK2019: riferimento al simbolo esterno "public: void __thiscall
```

```
Upp::Ctrl::Enable(bool)" (?Enable@Ctrl@Upp@@QAEX_N@Z) non risolto
  nella funzione "public: void __thiscall Upp::ScrollBar::Set(int,int,int)"
(?Set@ScrollBar@Upp@@QAEXHHH@Z)
$blitz.obj : error LNK2001: simbolo esterno "public: void __thiscall Upp::Ctrl::Enable(bool)"
(?Enable@Ctrl@Upp@@QAEX_N@Z) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: void __thiscall Upp::Ctrl::Enable(bool)"
(?Enable@Ctrl@Upp@@QAEX_N@Z) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: void __thiscall Upp::Ctrl::Enable(bool)"
(?Enable@Ctrl@Upp@@QAEX_N@Z) non risolto
$blitz.obj : error LNK2019: riferimento al simbolo esterno "public: bool __thiscall
Upp::Ctrl::IsVisible(void)const " (?IsVisible@Ctrl@Upp@@QBE_NXZ)
 non risolto nella funzione "public: bool __thiscall Upp::ScrollBar::VertKey(unsigned long,bool)"
(?VertKey@ScrollBar@Upp@@QAE_NK_N@Z)
$blitz.obj : error LNK2019: riferimento al simbolo esterno "public: void __thiscall
Upp::Ctrl::SetRect(int,int,int,int)" (?SetRect@Ctrl@Upp@@QAEXHHHH
 @Z) non risolto nella funzione "public: virtual void __thiscall Upp::ScrollBar::Layout(void)"
(?Layout@ScrollBar@Upp@@UAEXXZ)
$blitz.obj : error LNK2001: simbolo esterno "public: void __thiscall
Upp::Ctrl::SetRect(int,int,int,int)" (?SetRect@Ctrl@Upp@@QAEXHHHH@Z) non risolto

$blitz.obj : error LNK2019: riferimento al simbolo esterno "void __cdecl
Upp::LayoutFrameRight(struct Upp::Rect_<int> &,class Upp::Ctrl *,int)" (?Lay
 outFrameRight@Upp@@YAXAAU?$Rect_@H@1@PAVCtrl@1@H@Z) non risolto nella
funzione "public: virtual void __thiscall Upp::ScrollBar::FrameLayout(struct Up
 p::Rect_<int> &)" (?FrameLayout@ScrollBar@Upp@@UAEXAAU?$Rect_@H@2@@Z)
$blitz.obj : error LNK2019: riferimento al simbolo esterno "void __cdecl
Upp::LayoutFrameBottom(struct Upp::Rect_<int> &,class Upp::Ctrl *,int)" (?La
 youtFrameBottom@Upp@@YAXAAU?$Rect_@H@1@PAVCtrl@1@H@Z) non risolto nella
funzione "public: virtual void __thiscall Upp::ScrollBar::FrameLayout(struct
 Upp::Rect_<int> &)" (?FrameLayout@ScrollBar@Upp@@UAEXAAU?$Rect_@H@2@@Z)
$blitz.obj : error LNK2001: simbolo esterno "void __cdecl Upp::LayoutFrameBottom(struct
Upp::Rect_<int> &,class Upp::Ctrl *,int)" (?LayoutFrameBottom
 @Upp@@YAXAAU?$Rect_@H@1@PAVCtrl@1@H@Z) non risolto
$blitz.obj : error LNK2019: riferimento al simbolo esterno "public: static class Upp::Image __cdecl
Upp::Image::Arrow(void)" (?Arrow@Image@Upp@@SA?AV
 12@XZ) non risolto nella funzione "public: virtual class Upp::Image __thiscall
Upp::SizeGrip::CursorImage(struct Upp::Point_<int>,unsigned long)" (?C
 ursorImage@SizeGrip@Upp@@UAE?AVImage@2@U?$Point_@H@2@K@Z)
$blitz.obj : error LNK2001: simbolo esterno "public: static class Upp::Image __cdecl
Upp::Image::Arrow(void)" (?Arrow@Image@Upp@@SA?AV12@XZ) non riso
 lto
$blitz.obj : error LNK2019: riferimento al simbolo esterno "public: static class Upp::Image __cdecl
Upp::Image::SizeBottomRight(void)" (?SizeBottomRi
 ght@Image@Upp@@SA?AV12@XZ) non risolto nella funzione "public: virtual class Upp::Image
__thiscall Upp::SizeGrip::CursorImage(struct Upp::Point_<int>
 ,unsigned long)"
(?CursorImage@SizeGrip@Upp@@UAE?AVImage@2@U?$Point_@H@2@K@Z)
$blitz.obj : error LNK2001: simbolo esterno "public: static class Upp::Image __cdecl
```

```
Upp::Image::SizeBottomRight(void)" (?SizeBottomRight@Image@Upp@@
 SA?AV12@XZ) non risolto
$blitz.obj : error LNK2019: riferimento al simbolo esterno "bool __cdecl
Upp::GuiPlatformHasSizeGrip(void)" (?GuiPlatformHasSizeGrip@Upp@@YA_NXZ) non
  risolto nella funzione "public: virtual class Upp::Image __thiscall
Upp::SizeGrip::CursorImage(struct Upp::Point_<int>,unsigned long)" (?CursorImage
 @SizeGrip@Upp@@UAE?AVImage@2@U?$Point_@H@2@K@Z)
$blitz.obj : error LNK2019: riferimento al simbolo esterno "public: class Upp::Ctrl & __thiscall
Upp::Ctrl::BottomPos(int,int)" (?BottomPos@Ctrl@Upp@
 @QAEAAV12@HH@Z) non risolto nella funzione "public: __thiscall
Upp::SizeGrip::SizeGrip(void)" (??0SizeGrip@Upp@@QAE@XZ)
$blitz.obj : error LNK2001: simbolo esterno "public: class Upp::Ctrl & __thiscall
Upp::Ctrl::BottomPos(int,int)" (?BottomPos@Ctrl@Upp@@QAEAAV12@HH@Z)
  non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: class Upp::Ctrl & __thiscall
Upp::Ctrl::BottomPos(int,int)" (?BottomPos@Ctrl@Upp@@QAEAAV12@HH@Z)
  non risolto
$blitz.obj : error LNK2019: riferimento al simbolo esterno "public: class Upp::Ctrl & __thiscall
Upp::Ctrl::RightPos(int,int)" (?RightPos@Ctrl@Upp@@Q
 AEAAV12@HH@Z) non risolto nella funzione "public: __thiscall Upp::SizeGrip::SizeGrip(void)"
(??0SizeGrip@Upp@@QAE@XZ)
$blitz.obj : error LNK2001: simbolo esterno "public: class Upp::Ctrl & __thiscall
Upp::Ctrl::RightPos(int,int)" (?RightPos@Ctrl@Upp@@QAEAAV12@HH@Z) n
 on risolto
$blitz.obj : error LNK2001: simbolo esterno "public: class Upp::Ctrl & __thiscall
Upp::Ctrl::RightPos(int,int)" (?RightPos@Ctrl@Upp@@QAEAAV12@HH@Z) n
 on risolto
$blitz.obj : error LNK2019: riferimento al simbolo esterno "void __cdecl
Upp::GuiPlatformGripResize(class Upp::TopWindow *)" (?GuiPlatformGripResize@
 Upp@@YAXPAVTopWindow@1@@Z) non risolto nella funzione "public: virtual void __thiscall
Upp::SizeGrip::LeftDown(struct Upp::Point_<int>,unsigned long)
 " (?LeftDown@SizeGrip@Upp@@UAEXU?$Point_@H@2@K@Z)
$blitz.obj : error LNK2019: riferimento al simbolo esterno "public: void __thiscall
Upp::Ctrl::ScrollView(struct Upp::Rect_<int> const &,int,int)" (?
 ScrollView@Ctrl@Upp@@QAEXABU?$Rect_@H@2@HH@Z) non risolto nella funzione
"public: void __thiscall Upp::Scroller::Scroll(class Upp::Ctrl &,struct Upp:
 :Rect_<int> const &,struct Upp::Point_<int>,struct Upp::Size_<int>)"
(?Scroll@Scroller@Upp@@QAEXAAVCtrl@2@ABU?$Rect_@H@2@U?$Point_@H@2@U?$Si
ze_@H@2@@
 Z)
$blitz.obj : error LNK2001: simbolo esterno "public: void __thiscall Upp::Ctrl::ScrollView(struct
Upp::Rect_<int> const &,int,int)" (?ScrollView@Ctrl
 @Upp@@QAEXABU?$Rect_@H@2@HH@Z) non risolto
$blitz.obj : error LNK2019: riferimento al simbolo esterno "public: __thiscall
Upp::ImageDraw::ImageDraw(int,int)" (??0ImageDraw@Upp@@QAE@HH@Z) non r
 isolto nella funzione "public: virtual void __thiscall Upp::HeaderCtrl::LeftDrag(struct
Upp::Point_<int>,unsigned long)" (?LeftDrag@HeaderCtrl@Upp@@U
 AEXU?$Point_@H@2@K@Z)
```

```
$blitz.obj : error LNK2019: riferimento al simbolo esterno "void __cdecl
Upp::LayoutFrameTop(struct Upp::Rect_<int> &,class Upp::Ctrl *,int)" (?Layou
 tFrameTop@Upp@@YAXAAU?$Rect_@H@1@PAVCtrl@1@H@Z) non risolto nella funzione
"public: virtual void __thiscall Upp::HeaderCtrl::FrameLayout(struct Upp::
 Rect_<int> &)" (?FrameLayout@HeaderCtrl@Upp@@UAEXAAU?$Rect_@H@2@@Z)
$blitz.obj : error LNK2019: riferimento al simbolo esterno "public: class Upp::Ctrl & __thiscall
Upp::Ctrl::BackPaintHint(void)" (?BackPaintHint@Ctrl
 @Upp@@QAEAAV12@XZ) non risolto nella funzione "public: __thiscall
Upp::HeaderCtrl::HeaderCtrl(void)" (??0HeaderCtrl@Upp@@QAE@XZ)
$blitz.obj : error LNK2019: riferimento al simbolo esterno "public: void __thiscall
Upp::Ctrl::AddChild(class Upp::Ctrl *,class Upp::Ctrl *)" (?AddCh
 ild@Ctrl@Upp@@QAEXPAV12@0@Z) non risolto nella funzione "private: class Upp::Ctrl &
__thiscall Upp::ArrayCtrl::SetCtrl(int,int,class Upp::Ctrl *,bool
 ,bool)" (?SetCtrl@ArrayCtrl@Upp@@AAEAAVCtrl@2@HHPAV32@_N1@Z)
$blitz.obj : error LNK2019: riferimento al simbolo esterno "public: class Upp::Ctrl & __thiscall
Upp::Ctrl::VCenterPos(int,int)" (?VCenterPos@Ctrl@Up
 p@@QAEAAV12@HH@Z) non risolto nella funzione "private: class Upp::Ctrl & __thiscall
Upp::ArrayCtrl::SetCtrl(int,int,class Upp::Ctrl *,bool,bool)" (?S
 etCtrl@ArrayCtrl@Upp@@AAEAAVCtrl@2@HHPAV32@_N1@Z)
$blitz.obj : error LNK2019: riferimento al simbolo esterno "public: class Upp::Ctrl & __thiscall
Upp::Ctrl::HSizePos(int,int)" (?HSizePos@Ctrl@Upp@@Q
 AEAAV12@HH@Z) non risolto nella funzione "private: class Upp::Ctrl & __thiscall
Upp::ArrayCtrl::SetCtrl(int,int,class Upp::Ctrl *,bool,bool)" (?SetCt
 rl@ArrayCtrl@Upp@@AAEAAVCtrl@2@HHPAV32@_N1@Z)
$blitz.obj : error LNK2001: simbolo esterno "public: class Upp::Ctrl & __thiscall
Upp::Ctrl::HSizePos(int,int)" (?HSizePos@Ctrl@Upp@@QAEAAV12@HH@Z) n
 on risolto
$blitz.obj : error LNK2001: simbolo esterno "public: class Upp::Ctrl & __thiscall
Upp::Ctrl::HSizePos(int,int)" (?HSizePos@Ctrl@Upp@@QAEAAV12@HH@Z) n
 on risolto
$blitz.obj : error LNK2001: simbolo esterno "public: class Upp::Ctrl & __thiscall
Upp::Ctrl::HSizePos(int,int)" (?HSizePos@Ctrl@Upp@@QAEAAV12@HH@Z) n
 on risolto
$blitz.obj : error LNK2019: riferimento al simbolo esterno "public: bool __thiscall
Upp::Ctrl::HasChildDeep(class Upp::Ctrl *)const " (?HasChildDeep@
 Ctrl@Upp@@QBE_NPAV12@@Z) non risolto nella funzione "private: struct Upp::Point_<int>
__thiscall Upp::ArrayCtrl::FindCellCtrl(class Upp::Ctrl *)" (?F
 indCellCtrl@ArrayCtrl@Upp@@AAE?AU?$Point_@H@2@PAVCtrl@2@@Z)
$blitz.obj : error LNK2001: simbolo esterno "public: bool __thiscall Upp::Ctrl::HasChildDeep(class
Upp::Ctrl *)const " (?HasChildDeep@Ctrl@Upp@@QBE_N
 PAV12@@Z) non risolto
$blitz.obj : error LNK2019: riferimento al simbolo esterno "public: struct Upp::Point_<int> __thiscall
Upp::Ctrl::GetMouseViewPos(void)const " (?GetM
 ouseViewPos@Ctrl@Upp@@QBE?AU?$Point_@H@2@XZ) non risolto nella funzione "private:
void __thiscall Upp::ArrayCtrl::SyncInfo(void)" (?SyncInfo@ArrayCtr
 l@Upp@@AAEXXZ)
$blitz.obj : error LNK2001: simbolo esterno "public: struct Upp::Point_<int> __thiscall
Upp::Ctrl::GetMouseViewPos(void)const " (?GetMouseViewPos@Ctr
```

```
 l@Upp@@QBE?AU?$Point_@H@2@XZ) non risolto
$blitz.obj : error LNK2019: riferimento al simbolo esterno "public: static bool __cdecl
Upp::Ctrl::IterateFocusForward(class Upp::Ctrl *,class Upp::C
 trl *,bool,bool,bool)" (?IterateFocusForward@Ctrl@Upp@@SA_NPAV12@0_N11@Z) non risolto
nella funzione "public: bool __thiscall Upp::ArrayCtrl::StartEd
 it(int)" (?StartEdit@ArrayCtrl@Upp@@QAE_NH@Z)
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall
Upp::NullFrameClass::FrameLayout(struct Upp::Rect_<int> &)" (?FrameLayou
 t@NullFrameClass@Upp@@UAEXAAU?$Rect_@H@2@@Z) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall
Upp::NullFrameClass::FrameAddSize(struct Upp::Size_<int> &)" (?FrameAddS
 ize@NullFrameClass@Upp@@UAEXAAU?$Size_@H@2@@Z) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall
Upp::NullFrameClass::FramePaint(class Upp::Draw &,struct Upp::Rect_<int>
  const &)"
(?FramePaint@NullFrameClass@Upp@@UAEXAAVDraw@2@ABU?$Rect_@H@2@@Z) non
risolto
$blitz.obj : error LNK2019: riferimento al simbolo esterno "public: struct Upp::Rect_<int> __thiscall
Upp::Ctrl::GetScreenRect(void)const " (?GetScre
 enRect@Ctrl@Upp@@QBE?AU?$Rect_@H@2@XZ) non risolto nella funzione "public: virtual
void __thiscall Upp::MultiButton::LeftDown(struct Upp::Point_<int>
 ,unsigned long)" (?LeftDown@MultiButton@Upp@@UAEXU?$Point_@H@2@K@Z)
$blitz.obj : error LNK2001: simbolo esterno "public: struct Upp::Rect_<int> __thiscall
Upp::Ctrl::GetScreenRect(void)const " (?GetScreenRect@Ctrl@Upp
 @@QBE?AU?$Rect_@H@2@XZ) non risolto
$blitz.obj : error LNK2019: riferimento al simbolo esterno "public: void __thiscall
Upp::Ctrl::SetFrameRect(struct Upp::Rect_<int> const &)" (?SetFra
 meRect@Ctrl@Upp@@QAEXABU?$Rect_@H@2@@Z) non risolto nella funzione "public:
virtual void __thiscall Upp::MultiButtonFrame::FrameLayout(struct Upp::Re
 ct_<int> &)" (?FrameLayout@MultiButtonFrame@Upp@@UAEXAAU?$Rect_@H@2@@Z)
$blitz.obj : error LNK2019: riferimento al simbolo esterno "public: static void __cdecl
Upp::Ctrl::IgnoreMouseClick(void)" (?IgnoreMouseClick@Ctrl@Up
 p@@SAXXZ) non risolto nella funzione "protected: void __thiscall
Upp::PopUpTable::PopupDeactivate(void)" (?PopupDeactivate@PopUpTable@Upp@@IAEXXZ)
$blitz.obj : error LNK2019: riferimento al simbolo esterno "public: static bool __cdecl
Upp::Ctrl::ProcessEvents(bool *)" (?ProcessEvents@Ctrl@Upp@@S
 A_NPA_N@Z) non risolto nella funzione "public: void __thiscall Upp::PopUpTable::PopUp(class
Upp::Ctrl *,int,int,int,int)" (?PopUp@PopUpTable@Upp@@QAE
 XPAVCtrl@2@HHHH@Z)
$blitz.obj : error LNK2019: riferimento al simbolo esterno "int __cdecl
Upp::GUI_DropShadows(void)" (?GUI_DropShadows@Upp@@YAHXZ) non risolto nella f
 unzione "public: void __thiscall Upp::PopUpTable::PopUp(class Upp::Ctrl *,int,int,int,int)"
(?PopUp@PopUpTable@Upp@@QAEXPAVCtrl@2@HHHH@Z)
$blitz.obj : error LNK2001: simbolo esterno "int __cdecl Upp::GUI_DropShadows(void)"
(?GUI_DropShadows@Upp@@YAHXZ) non risolto
$blitz.obj : error LNK2019: riferimento al simbolo esterno "int __cdecl
Upp::GUI_PopUpEffect(void)" (?GUI_PopUpEffect@Upp@@YAHXZ) non risolto nella f
 unzione "public: void __thiscall Upp::PopUpTable::PopUp(class Upp::Ctrl *,int,int,int,int)"
```

(?PopUp@PopUpTable@Upp@@QAEXPAVCtrl@2@HHHH@Z)
$blitz.obj : error LNK2019: riferimento al simbolo esterno "public: class Upp::Ctrl & __thiscall Upp::Ctrl::TopPos(int,int)" (?TopPos@Ctrl@Upp@@QAEAA
 V12@HH@Z) non risolto nella funzione "public: void __thiscall Upp::PopUpTable::PopUp(class Upp::Ctrl *,int,int,int,int)" (?PopUp@PopUpTable@Upp@@QAEX
 PAVCtrl@2@HHHH@Z)
$blitz.obj : error LNK2001: simbolo esterno "public: class Upp::Ctrl & __thiscall Upp::Ctrl::TopPos(int,int)" (?TopPos@Ctrl@Upp@@QAEAAV12@HH@Z) non r
 isolto
$blitz.obj : error LNK2019: riferimento al simbolo esterno "public: static struct Upp::Rect_<int> __cdecl Upp::Ctrl::GetWorkArea(struct Upp::Point_<i
 nt>)" (?GetWorkArea@Ctrl@Upp@@SA?AU?$Rect_@H@2@U?$Point_@H@2@@Z) non risolto nella funzione "public: void __thiscall Upp::PopUpTable::PopUp(class Upp
 ::Ctrl *,int,int,int,int)" (?PopUp@PopUpTable@Upp@@QAEXPAVCtrl@2@HHHH@Z)
$blitz.obj : error LNK2019: riferimento al simbolo esterno "public: unsigned long __thiscall Upp::Ctrl::GetAccessKeysDeep(void)const " (?GetAccessKey
 sDeep@Ctrl@Upp@@QBEKXZ) non risolto nella funzione "public: virtual void __thiscall Upp::Label::AssignAccessKeys(unsigned long)" (?AssignAccessKeys@L
 abel@Upp@@UAEXK@Z)
$blitz.obj : error LNK2019: riferimento al simbolo esterno "public: int __thiscall Upp::Ctrl::GetChildCount(void)const " (?GetChildCount@Ctrl@Upp@@QB
 EHXZ) non risolto nella funzione "public: virtual void __thiscall Upp::Splitter::Layout(void)" (?Layout@Splitter@Upp@@UAEXXZ)
$blitz.obj : error LNK2019: riferimento al simbolo esterno "public: static class Upp::Image __cdecl Upp::Image::SizeHorz(void)" (?SizeHorz@Image@Upp@
 @SA?AV12@XZ) non risolto nella funzione "public: virtual class Upp::Image __thiscall Upp::Splitter::CursorImage(struct Upp::Point_<int>,unsigned long
)" (?CursorImage@Splitter@Upp@@UAE?AVImage@2@U?$Point_@H@2@K@Z)
$blitz.obj : error LNK2019: riferimento al simbolo esterno "public: static class Upp::Image __cdecl Upp::Image::SizeVert(void)" (?SizeVert@Image@Upp@
 @SA?AV12@XZ) non risolto nella funzione "public: virtual class Upp::Image __thiscall Upp::Splitter::CursorImage(struct Upp::Point_<int>,unsigned long
)" (?CursorImage@Splitter@Upp@@UAE?AVImage@2@U?$Point_@H@2@K@Z)
$blitz.obj : error LNK2019: riferimento al simbolo esterno "public: void __thiscall Upp::Ctrl::AddChildBefore(class Upp::Ctrl *,class Upp::Ctrl *)" (
 ?AddChildBefore@Ctrl@Upp@@QAEXPAV12@0@Z) non risolto nella funzione "public: void __thiscall Upp::Splitter::Insert(int,class Upp::Ctrl &)" (?Insert@S
 plitter@Upp@@QAEXHAAVCtrl@2@@Z)
$blitz.obj : error LNK2001: simbolo esterno "public: void __thiscall Upp::Ctrl::AddChildBefore(class Upp::Ctrl *,class Upp::Ctrl *)" (?AddChildBefore
 @Ctrl@Upp@@QAEXPAV12@0@Z) non risolto
$blitz.obj : error LNK2019: riferimento al simbolo esterno "public: class Upp::Ctrl * __thiscall Upp::Ctrl::GetIndexChild(int)const " (?GetIndexChild
 @Ctrl@Upp@@QBEPAV12@H@Z) non risolto nella funzione "public: void __thiscall Upp::Splitter::Insert(int,class Upp::Ctrl &)" (?Insert@Splitter@Upp@@QAE
 XHAAVCtrl@2@@Z)
$blitz.obj : error LNK2019: riferimento al simbolo esterno "public: class Upp::Ctrl & __thiscall Upp::Ctrl::VSizePos(int,int)" (?VSizePos@Ctrl@Upp@@Q

```
 AEAAV12@HH@Z) non risolto nella funzione "public: __thiscall Upp::Splitter::Splitter(void)"
(??0Splitter@Upp@@QAE@XZ)
$blitz.obj : error LNK2001: simbolo esterno "public: class Upp::Ctrl & __thiscall
Upp::Ctrl::VSizePos(int,int)" (?VSizePos@Ctrl@Upp@@QAEAAV12@HH@Z) n
 on risolto
$blitz.obj : error LNK2001: simbolo esterno "public: class Upp::Ctrl & __thiscall
Upp::Ctrl::VSizePos(int,int)" (?VSizePos@Ctrl@Upp@@QAEAAV12@HH@Z) n
 on risolto
$blitz.obj : error LNK2001: simbolo esterno "public: class Upp::Ctrl & __thiscall
Upp::Ctrl::VSizePos(int,int)" (?VSizePos@Ctrl@Upp@@QAEAAV12@HH@Z) n
 on risolto
$blitz.obj : error LNK2019: riferimento al simbolo esterno "public: void __thiscall
Upp::Modality::End(void)" (?End@Modality@Upp@@QAEXXZ) non risolto
  nella funzione "public: __thiscall Upp::Modality::~Modality(void)"
(??1Modality@Upp@@QAE@XZ)
$blitz.obj : error LNK2019: riferimento al simbolo esterno "public: void __thiscall
Upp::Modality::Begin(class Upp::Ctrl *,bool)" (?Begin@Modality@Up
 p@@QAEXPAVCtrl@2@_N@Z) non risolto nella funzione "public: void __thiscall
Upp::Progress::Create(void)" (?Create@Progress@Upp@@QAEXXZ)
$blitz.obj : error LNK2019: riferimento al simbolo esterno "public: void __thiscall
Upp::TopWindow::Open(void)" (?Open@TopWindow@Upp@@QAEXXZ) non ris
 olto nella funzione "public: void __thiscall Upp::Progress::Create(void)"
(?Create@Progress@Upp@@QAEXXZ)
$blitz.obj : error LNK2001: simbolo esterno "public: void __thiscall Upp::TopWindow::Open(void)"
(?Open@TopWindow@Upp@@QAEXXZ) non risolto
$blitz.obj : error LNK2019: riferimento al simbolo esterno "public: void __thiscall
Upp::TopWindow::Open(class Upp::Ctrl *)" (?Open@TopWindow@Upp@@QA
 EXPAVCtrl@2@@Z) non risolto nella funzione "public: void __thiscall
Upp::Progress::Create(void)" (?Create@Progress@Upp@@QAEXXZ)
$blitz.obj : error LNK2001: simbolo esterno "private: static bool Upp::Ctrl::painting"
(?painting@Ctrl@Upp@@0_NA) non risolto
$blitz.obj : error LNK2019: riferimento al simbolo esterno "public: static void __cdecl
Upp::Ctrl::GuiSleep(int)" (?GuiSleep@Ctrl@Upp@@SAXH@Z) non ri
 solto nella funzione "protected: void __thiscall Upp::Progress::Process(void)"
(?Process@Progress@Upp@@IAEXXZ)
$blitz.obj : error LNK2019: riferimento al simbolo esterno "class Upp::String __cdecl
Upp::GetKeyDesc(unsigned long)" (?GetKeyDesc@Upp@@YA?AVString@1
 @K@Z) non risolto nella funzione "public: virtual bool __thiscall Upp::KeysDlg::Key(unsigned
long,int)" (?Key@KeysDlg@Upp@@UAE_NKH@Z)
$blitz.obj : error LNK2019: riferimento al simbolo esterno "void __cdecl
Upp::AppendClipboard(char const *,class Upp::String const &)" (?AppendClipbo
 ard@Upp@@YAXPBDABVString@1@@Z) non risolto nella funzione "void __cdecl
Upp::WriteClipboard(char const *,class Upp::String const &)" (?WriteClipboard
 @Upp@@YAXPBDABVString@1@@Z)
$blitz.obj : error LNK2001: simbolo esterno "void __cdecl Upp::AppendClipboard(char const
*,class Upp::String const &)" (?AppendClipboard@Upp@@YAXPBD
 ABVString@1@@Z) non risolto
$blitz.obj : error LNK2019: riferimento al simbolo esterno "public: static class Upp::Image __cdecl
```

Upp::Image::Hand(void)" (?Hand@Image@Upp@@SA?AV12
 @XZ) non risolto nella funzione "public: virtual class Upp::Image __thiscall
Upp::RichTextView::CursorImage(struct Upp::Point_<int>,unsigned long)" (
 ?CursorImage@RichTextView@Upp@@UAE?AVImage@2@U?$Point_@H@2@K@Z)
$blitz.obj : error LNK2019: riferimento al simbolo esterno "public: void __thiscall
Upp::Ctrl::SetTimeCallback(int,class Upp::Callback,int)" (?SetTim
 eCallback@Ctrl@Upp@@QAEXHVCallback@2@H@Z) non risolto nella funzione "public: virtual
void __thiscall Upp::RichTextView::Layout(void)" (?Layout@RichT
 extView@Upp@@UAEXXZ)
$blitz.obj : error LNK2019: riferimento al simbolo esterno "public: void __thiscall
Upp::Ctrl::KillTimeCallback(int)" (?KillTimeCallback@Ctrl@Upp@@QA
 EXH@Z) non risolto nella funzione "public: virtual void __thiscall
Upp::RichTextView::Layout(void)" (?Layout@RichTextView@Upp@@UAEXXZ)
$blitz.obj : error LNK2019: riferimento al simbolo esterno "public: class Upp::TopWindow &
__thiscall Upp::TopWindow::TopMost(bool,bool)" (?TopMost@T
 opWindow@Upp@@QAEAAV12@_N0@Z) non risolto nella funzione "int __cdecl
Upp::Prompt(class Upp::Callback1<class Upp::String const &>,char const *,class
 Upp::Image const &,char const *,bool,char const *,char const *,char const *,int,class
Upp::Image,class Upp::Image,class Upp::Image)" (?Prompt@Upp@@YA
 HV?$Callback1@ABVString@Upp@@@1@PBDABVImage@1@1_N111HV31@44@Z)
$blitz.obj : error LNK2019: riferimento al simbolo esterno "public: bool __thiscall
Upp::TopWindow::IsTopMost(void)const " (?IsTopMost@TopWindow@Upp@
 @QBE_NXZ) non risolto nella funzione "int __cdecl Upp::Prompt(class Upp::Callback1<class
Upp::String const &>,char const *,class Upp::Image const &,c
 har const *,bool,char const *,char const *,char const *,int,class Upp::Image,class
Upp::Image,class Upp::Image)" (?Prompt@Upp@@YAHV?$Callback1@ABVStr
 ing@Upp@@@1@PBDABVImage@1@1_N111HV31@44@Z)
$blitz.obj : error LNK2019: riferimento al simbolo esterno "public: static class Upp::Vector<class
Upp::Ctrl *> __cdecl Upp::Ctrl::GetTopWindows(void
)" (?GetTopWindows@Ctrl@Upp@@SA?AV?$Vector@PAVCtrl@Upp@@@2@XZ) non risolto
nella funzione "int __cdecl Upp::Prompt(class Upp::Callback1<class Upp::St
 ring const &>,char const *,class Upp::Image const &,char const *,bool,char const *,char const
*,char const *,int,class Upp::Image,class Upp::Image,cl
 ass Upp::Image)"
(?Prompt@Upp@@YAHV?$Callback1@ABVString@Upp@@@1@PBDABVImage@1@1_N111
HV31@44@Z)
$blitz.obj : error LNK2019: riferimento al simbolo esterno "int __cdecl Upp::SwapOKCancel(void)"
(?SwapOKCancel@Upp@@YAHXZ) non risolto nella funzion
 e "int __cdecl Upp::Prompt(class Upp::Callback1<class Upp::String const &>,char const *,class
Upp::Image const &,char const *,bool,char const *,char
 const *,char const *,int,class Upp::Image,class Upp::Image,class Upp::Image)"
(?Prompt@Upp@@YAHV?$Callback1@ABVString@Upp@@@1@PBDABVImage@1@1_N111
HV3
 1@44@Z)
$blitz.obj : error LNK2019: riferimento al simbolo esterno "public: class Upp::Callback __thiscall
Upp::TopWindow::Breaker(int)" (?Breaker@TopWindow@
 Upp@@QAE?AVCallback@2@H@Z) non risolto nella funzione "int __cdecl Upp::Prompt(class
Upp::Callback1<class Upp::String const &>,char const *,class Upp

::Image const &,char const *,bool,char const *,char const *,char const *,int,class Upp::Image,class Upp::Image,class Upp::Image)" (?Prompt@Upp@@YAHV?$Callback1@ABVString@Upp@@@@1@PBDABVImage@1@1_N111HV31@44@Z)
$blitz.obj : error LNK2001: simbolo esterno "public: class Upp::Callback __thiscall Upp::TopWindow::Breaker(int)" (?Breaker@TopWindow@Upp@@QAE?AVCallback@2@H@Z) non risolto
$blitz.obj : error LNK2019: riferimento al simbolo esterno "public: static int __cdecl Upp::Ctrl::HorzLayoutZoom(int)" (?HorzLayoutZoom@Ctrl@Upp@@SAH@Z) non risolto nella funzione "int __cdecl Upp::Prompt(class Upp::Callback1<class Upp::String const &>,char const *,class Upp::Image const &,char const *,bool,char const *,char const *,char const *,int,class Upp::Image,class Upp::Image,class Upp::Image)" (?Prompt@Upp@@YAHV?$Callback1@ABVString@Upp@@@@1@PBDABVImage@1@1_N111HV31@44@Z)
$blitz.obj : error LNK2001: simbolo esterno "public: static int __cdecl Upp::Ctrl::HorzLayoutZoom(int)" (?HorzLayoutZoom@Ctrl@Upp@@SAHH@Z) non risolto
$blitz.obj : error LNK2019: riferimento al simbolo esterno "public: static int __cdecl Upp::Ctrl::VertLayoutZoom(int)" (?VertLayoutZoom@Ctrl@Upp@@SAH@Z) non risolto nella funzione "int __cdecl Upp::Prompt(class Upp::Callback1<class Upp::String const &>,char const *,class Upp::Image const &,char const *,bool,char const *,char const *,char const *,int,class Upp::Image,class Upp::Image,class Upp::Image)" (?Prompt@Upp@@YAHV?$Callback1@ABVString@Upp@@@@1@PBDABVImage@1@1_N111HV31@44@Z)
$blitz.obj : error LNK2001: simbolo esterno "public: static int __cdecl Upp::Ctrl::VertLayoutZoom(int)" (?VertLayoutZoom@Ctrl@Upp@@SAHH@Z) non risolto
$blitz.obj : error LNK2019: riferimento al simbolo esterno "public: static class Upp::String __cdecl Upp::Ctrl::GetAppName(void)" (?GetAppName@Ctrl@Upp@@SA?AVString@2@XZ) non risolto nella funzione "void __cdecl Upp::PromptOK(char const *)" (?PromptOK@Upp@@YAXPBD@Z)
$blitz.obj : error LNK2019: riferimento al simbolo esterno "public: class Upp::TopWindow & __thiscall Upp::TopWindow::Title(class Upp::WString const &)" (?Title@TopWindow@Upp@@QAEAAV12@ABVWString@2@@Z) non risolto nella funzione "private: bool __thiscall Upp::HelpWindow::GoTo0(class Upp::String const &)" (?GoTo0@HelpWindow@Upp@@AAE_NABVString@2@@Z)
$blitz.obj : error LNK2001: simbolo esterno "public: class Upp::TopWindow & __thiscall Upp::TopWindow::Title(class Upp::WString const &)" (?Title@TopWindow@Upp@@QAEAAV12@ABVWString@2@@Z) non risolto
$blitz.obj : error LNK2019: riferimento al simbolo esterno "public: void __thiscall Upp::TopWindow::SerializePlacement(class Upp::Stream &,bool)" (?SerializePlacement@TopWindow@Upp@@QAEXAAVStream@2@_N@Z) non risolto nella funzione "public: virtual void __thiscall Upp::HelpWindow::Serialize(class Upp::Stream &)" (?Serialize@HelpWindow@Upp@@UAEXAAVStream@2@@Z)
$blitz.obj : error LNK2019: riferimento al simbolo esterno "public: class Upp::TopWindow & __thiscall Upp::TopWindow::Icon(class Upp::Image const &)" (?Icon@TopWindow@Upp@@QAEAAV12@ABVImage@2@@Z) non risolto nella funzione "public: __thiscall Upp::HelpWindow::HelpWindow(void)" (??0HelpWindow@Upp@@QAE@XZ)

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$blitz.obj : error LNK2001: simbolo esterno "public: class Upp::TopWindow & __thiscall
Upp::TopWindow::Icon(class Upp::Image const &)" (?Icon@TopWind
 ow@Upp@@QAEAAV12@ABVImage@2@@Z) non risolto
$blitz.obj : error LNK2019: riferimento al simbolo esterno "public: struct Upp::Rect_<int> __thiscall
Upp::Ctrl::GetWorkArea(void)const " (?GetWorkAr
 ea@Ctrl@Upp@@QBE?AU?$Rect_@H@2@XZ) non risolto nella funzione "public: __thiscall
Upp::HelpWindow::HelpWindow(void)" (??0HelpWindow@Upp@@QAE@XZ)
$blitz.obj : error LNK2001: simbolo esterno "public: struct Upp::Rect_<int> __thiscall
Upp::Ctrl::GetWorkArea(void)const " (?GetWorkArea@Ctrl@Upp@@QB
 E?AU?$Rect_@H@2@XZ) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: struct Upp::Rect_<int> __thiscall
Upp::Ctrl::GetWorkArea(void)const " (?GetWorkArea@Ctrl@Upp@@QB
 E?AU?$Rect_@H@2@XZ) non risolto
$blitz.obj : error LNK2019: riferimento al simbolo esterno "public: class Upp::Ctrl & __thiscall
Upp::Ctrl::HCenterPos(int,int)" (?HCenterPos@Ctrl@Up
 p@@QAEAAV12@HH@Z) non risolto nella funzione "private: virtual void __thiscall
Upp::Calendar::State(int)" (?State@Calendar@Upp@@EAEXH@Z)
$blitz.obj : error LNK2019: riferimento al simbolo esterno "public: static class Upp::Ctrl * __cdecl
Upp::Ctrl::GetVisibleChild(class Upp::Ctrl *,str
 uct Upp::Point_<int>,bool)"
(?GetVisibleChild@Ctrl@Upp@@SAPAV12@PAV12@U?$Point_@H@2@_N@Z) non risolto
nella funzione "public: virtual void __thiscall
  Upp::BarPane::MouseMove(struct Upp::Point_<int>,unsigned long)"
(?MouseMove@BarPane@Upp@@UAEXU?$Point_@H@2@K@Z)
$blitz.obj : error LNK2019: riferimento al simbolo esterno "public: bool __thiscall
Upp::Ctrl::Logc::IsEmpty(void)const " (?IsEmpty@Logc@Ctrl@Upp@@QB
 E_NXZ) non risolto nella funzione "protected: virtual void __thiscall Upp::BarCtrl::AddCtrl(class
Upp::Ctrl *,struct Upp::Size_<int>)" (?AddCtrl@BarC
 trl@Upp@@MAEXPAVCtrl@2@U?$Size_@H@2@@Z)
$blitz.obj : error LNK2019: riferimento al simbolo esterno "public: class Upp::String __thiscall
Upp::Ctrl::GetHelpLine(void)const " (?GetHelpLine@Ct
 rl@Upp@@QBE?AVString@2@XZ) non risolto nella funzione "public: static void __cdecl
Upp::BarCtrl::SendHelpLine(class Upp::Ctrl *)" (?SendHelpLine@BarC
 trl@Upp@@SAXPAVCtrl@2@@Z)
$blitz.obj : error LNK2019: riferimento al simbolo esterno "void __cdecl
Upp::LayoutFrameLeft(struct Upp::Rect_<int> &,class Upp::Ctrl *,int)" (?Layo
 utFrameLeft@Upp@@YAXAAU?$Rect_@H@1@PAVCtrl@1@H@Z) non risolto nella funzione
"public: virtual void __thiscall Upp::BarCtrl::FrameLayout(struct Upp::R
 ect_<int> &)" (?FrameLayout@BarCtrl@Upp@@UAEXAAU?$Rect_@H@2@@Z)
$blitz.obj : error LNK2019: riferimento al simbolo esterno "public: class Upp::Ctrl & __thiscall
Upp::Ctrl::HelpLine(char const *)" (?HelpLine@Ctrl@U
 pp@@QAEAAV12@PBD@Z) non risolto nella funzione "public: virtual struct Upp::Bar::Item &
__thiscall Upp::MenuItemBase::Help(char const *)" (?Help@Menu
 ItemBase@Upp@@UAEAAUItem@Bar@2@PBD@Z)
$blitz.obj : error LNK2019: riferimento al simbolo esterno "public: class Upp::Ctrl & __thiscall
Upp::Ctrl::Description(char const *)" (?Description@
 Ctrl@Upp@@QAEAAV12@PBD@Z) non risolto nella funzione "public: virtual struct
Upp::Bar::Item & __thiscall Upp::MenuItemBase::Description(char const *)
```

" (?Description@MenuItemBase@Upp@@UAEAAUItem@Bar@2@PBD@Z)
$blitz.obj : error LNK2019: riferimento al simbolo esterno "public: class Upp::Ctrl & __thiscall Upp::Ctrl::HelpTopic(char const *)" (?HelpTopic@Ctrl
@Upp@@QAEAAV12@PBD@Z) non risolto nella funzione "public: virtual struct Upp::Bar::Item & __thiscall Upp::MenuItemBase::Topic(char const *)" (?Topic@
MenuItemBase@Upp@@UAEAAUItem@Bar@2@PBD@Z)
$blitz.obj : error LNK2019: riferimento al simbolo esterno "bool __cdecl Upp::GetMouseRight(void)" (?GetMouseRight@Upp@@YA_NXZ) non risolto nella fun
zione "protected: virtual int __thiscall Upp::MenuItem::GetVisualState(void)" (?GetVisualState@MenuItem@Upp@@MAEHXZ)
$blitz.obj : error LNK2019: riferimento al simbolo esterno "bool __cdecl Upp::GetMouseLeft(void)" (?GetMouseLeft@Upp@@YA_NXZ) non risolto nella funzi
one "protected: virtual int __thiscall Upp::MenuItem::GetVisualState(void)" (?GetVisualState@MenuItem@Upp@@MAEHXZ)
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall Upp::BorderFrame::FrameLayout(struct Upp::Rect_<int> &)" (?FrameLayout@B
orderFrame@Upp@@UAEXAAU?$Rect_@H@2@@Z) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall Upp::BorderFrame::FrameAddSize(struct Upp::Size_<int> &)" (?FrameAddSize
@BorderFrame@Upp@@UAEXAAU?$Size_@H@2@@Z) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall Upp::BorderFrame::FramePaint(class Upp::Draw &,struct Upp::Rect_<int> co
nst &)" (?FramePaint@BorderFrame@Upp@@UAEXAAVDraw@2@ABU?$Rect_@H@2@@Z) non risolto
$blitz.obj : error LNK2019: riferimento al simbolo esterno "class Upp::CtrlFrame & __cdecl Upp::OutsetFrame(void)" (?OutsetFrame@Upp@@YAAAVCtrlFrame@
1@XZ) non risolto nella funzione "class Upp::CtrlFrame & __cdecl Upp::MenuFrame(void)" (?MenuFrame@Upp@@YAAAVCtrlFrame@1@XZ)
$blitz.obj : error LNK2019: riferimento al simbolo esterno "public: class Upp::Ctrl * __thiscall Upp::Ctrl::GetOwner(void)" (?GetOwner@Ctrl@Upp@@QAEP
AV12@XZ) non risolto nella funzione "private: void __thiscall Upp::MenuBar::PostDeactivate(void)" (?PostDeactivate@MenuBar@Upp@@AAEXXZ)
$blitz.obj : error LNK2019: riferimento al simbolo esterno "public: bool __thiscall Upp::Ctrl::ExistsTimeCallback(int)const " (?ExistsTimeCallback@Ct
rl@Upp@@QBE_NH@Z) non risolto nella funzione "public: virtual void __thiscall Upp::MenuBar::ChildGotFocus(void)" (?ChildGotFocus@MenuBar@Upp@@UAEXXZ)

$blitz.obj : error LNK2019: riferimento al simbolo esterno "public: static bool __cdecl Upp::Ctrl::IterateFocusBackward(class Upp::Ctrl *,class Upp::
Ctrl *,bool,bool)" (?IterateFocusBackward@Ctrl@Upp@@SA_NPAV12@0_N1@Z) non risolto nella funzione "public: virtual bool __thiscall Upp::MenuBar::Key(u
nsigned long,int)" (?Key@MenuBar@Upp@@UAE_NKH@Z)
$blitz.obj : error LNK2019: riferimento al simbolo esterno "public: static class Upp::Ctrl * __cdecl Upp::Ctrl::GetMouseCtrl(void)" (?GetMouseCtrl@Ct
rl@Upp@@SAPAV12@XZ) non risolto nella funzione "public: virtual bool __thiscall Upp::MenuBar::Key(unsigned long,int)" (?Key@MenuBar@Upp@@UAE_NKH@Z)
$blitz.obj : error LNK2019: riferimento al simbolo esterno "public: bool __thiscall Upp::Ctrl::HasMouseDeep(void)const " (?HasMouseDeep@Ctrl@Upp@@QBE

_NXZ) non risolto nella funzione "public: virtual bool __thiscall Upp::MenuBar::Key(unsigned long,int)" (?Key@MenuBar@Upp@@UAE_NKH@Z)
$blitz.obj : error LNK2019: riferimento al simbolo esterno "public: bool __thiscall Upp::Ctrl::IsForeground(void)const " (?IsForeground@Ctrl@Upp@@QBE
_NXZ) non risolto nella funzione "public: virtual bool __thiscall Upp::MenuBar::HotKey(unsigned long)" (?HotKey@MenuBar@Upp@@UAE_NK@Z)
$blitz.obj : error LNK2019: riferimento al simbolo esterno "public: class Upp::TopWindow * __thiscall Upp::Ctrl::GetTopWindow(void)" (?GetTopWindow@C
trl@Upp@@QAEPAVTopWindow@2@XZ) non risolto nella funzione "public: virtual bool __thiscall Upp::MenuBar::HotKey(unsigned long)" (?HotKey@MenuBar@Upp@
@UAE_NK@Z)
$blitz.obj : error LNK2001: simbolo esterno "public: class Upp::TopWindow * __thiscall Upp::Ctrl::GetTopWindow(void)" (?GetTopWindow@Ctrl@Upp@@QAEPAV
TopWindow@2@XZ) non risolto
$blitz.obj : error LNK2019: riferimento al simbolo esterno "public: void __thiscall Upp::Ctrl::DistributeAccessKeys(void)" (?DistributeAccessKeys@Ctr
l@Upp@@QAEXXZ) non risolto nella funzione "public: void __thiscall Upp::MenuBar::Set(class Upp::Callback1<class Upp::Bar &>)" (?Set@MenuBar@Upp@@QAEX
V?$Callback1@AAVBar@Upp@@@2@@Z)
$blitz.obj : error LNK2019: riferimento al simbolo esterno "void __cdecl Upp::GuiPlatformAfterMenuPopUp(void)" (?GuiPlatformAfterMenuPopUp@Upp@@YAXXZ
) non risolto nella funzione "private: void __thiscall Upp::MenuBar::PopUp(class Upp::Ctrl *,struct Upp::Point_<int>,struct Upp::Size_<int>)" (?PopUp
@MenuBar@Upp@@AAEXPAVCtrl@2@U?$Point_@H@2@U?$Size_@H@2@@Z)
$blitz.obj : error LNK2019: riferimento al simbolo esterno "public: static void __cdecl Upp::Ctrl::EventLoop(class Upp::Ctrl *)" (?EventLoop@Ctrl@Upp
@@SAXPAV12@@Z) non risolto nella funzione "public: void __thiscall Upp::MenuBar::Execute(class Upp::Ctrl *,struct Upp::Point_<int>)" (?Execute@MenuBa
r@Upp@@QAEXPAVCtrl@2@U?$Point_@H@2@@Z)
$blitz.obj : error LNK2019: riferimento al simbolo esterno "void __cdecl Upp::SetTimeCallback(int,class Upp::Callback,void *)" (?SetTimeCallback@Upp@
@YAXHVCallback@1@PAX@Z) non risolto nella funzione "void __cdecl Upp::ShowToolTip(void)" (?ShowToolTip@Upp@@YAXXZ)
$blitz.obj : error LNK2019: riferimento al simbolo esterno "void __cdecl Upp::KillTimeCallback(void *)" (?KillTimeCallback@Upp@@YAXPAX@Z) non risolto
nella funzione "void __cdecl Upp::ShowToolTip(void)" (?ShowToolTip@Upp@@YAXXZ)
$blitz.obj : error LNK2019: riferimento al simbolo esterno "int __cdecl Upp::GUI_ToolTipDelay(void)" (?GUI_ToolTipDelay@Upp@@YAHXZ) non risolto nella
funzione "void __cdecl Upp::SyncToolTip(class Upp::Ctrl *)" (?SyncToolTip@Upp@@YAXPAVCtrl@1@@Z)
$blitz.obj : error LNK2019: riferimento al simbolo esterno "public: class Upp::String __thiscall Upp::Ctrl::GetDescription(void)const " (?GetDescript
ion@Ctrl@Upp@@QBE?AVString@2@XZ) non risolto nella funzione "void __cdecl Upp::PerformDescription(void)" (?PerformDescription@Upp@@YAXXZ)
$blitz.obj : error LNK2019: riferimento al simbolo esterno "bool __cdecl Upp::PointLoop(class Upp::Ctrl &,class Upp::Vector<class Upp::Image> const &
,int)" (?PointLoop@Upp@@YA_NAAVCtrl@1@ABV?$Vector@VImage@Upp@@@1@H@Z) non risolto nella funzione "void __cdecl Upp::PerformDescription(void)" (?Perfo

```
 rmDescription@Upp@@YAXXZ)
$blitz.obj : error LNK2019: riferimento al simbolo esterno "public: static class Upp::Ctrl * __cdecl
Upp::Ctrl::GetActiveWindow(void)" (?GetActiveWin
 dow@Ctrl@Upp@@SAPAV12@XZ) non risolto nella funzione "void __cdecl
Upp::PerformDescription(void)" (?PerformDescription@Upp@@YAXXZ)
$blitz.obj : error LNK2019: riferimento al simbolo esterno "class Upp::CtrlFrame & __cdecl
Upp::ThinInsetFrame(void)" (?ThinInsetFrame@Upp@@YAAAVCtrl
 Frame@1@XZ) non risolto nella funzione "public: __thiscall Upp::InfoCtrl::InfoCtrl(void)"
(??0InfoCtrl@Upp@@QAE@XZ)
$blitz.obj : error LNK2019: riferimento al simbolo esterno "public: class Upp::Ctrl & __thiscall
Upp::Ctrl::BottomPosZ(int,int)" (?BottomPosZ@Ctrl@Up
 p@@QAEAAV12@HH@Z) non risolto nella funzione "private: void __thiscall
Upp::TabDlg::PlaceButton(class Upp::Button &,int &)" (?PlaceButton@TabDlg@Upp@
 @AAEXAAVButton@2@AAH@Z)
$blitz.obj : error LNK2001: simbolo esterno "public: class Upp::Ctrl & __thiscall
Upp::Ctrl::BottomPosZ(int,int)" (?BottomPosZ@Ctrl@Upp@@QAEAAV12@HH@
 Z) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: class Upp::Ctrl & __thiscall
Upp::Ctrl::BottomPosZ(int,int)" (?BottomPosZ@Ctrl@Upp@@QAEAAV12@HH@
 Z) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: class Upp::Ctrl & __thiscall
Upp::Ctrl::BottomPosZ(int,int)" (?BottomPosZ@Ctrl@Upp@@QAEAAV12@HH@
 Z) non risolto
$blitz.obj : error LNK2019: riferimento al simbolo esterno "public: class Upp::Ctrl & __thiscall
Upp::Ctrl::RightPosZ(int,int)" (?RightPosZ@Ctrl@Upp@
 @QAEAAV12@HH@Z) non risolto nella funzione "private: void __thiscall
Upp::TabDlg::PlaceButton(class Upp::Button &,int &)" (?PlaceButton@TabDlg@Upp@@A
 AEXAAVButton@2@AAH@Z)
$blitz.obj : error LNK2001: simbolo esterno "public: class Upp::Ctrl & __thiscall
Upp::Ctrl::RightPosZ(int,int)" (?RightPosZ@Ctrl@Upp@@QAEAAV12@HH@Z)
  non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: class Upp::Ctrl & __thiscall
Upp::Ctrl::RightPosZ(int,int)" (?RightPosZ@Ctrl@Upp@@QAEAAV12@HH@Z)
  non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: class Upp::Ctrl & __thiscall
Upp::Ctrl::RightPosZ(int,int)" (?RightPosZ@Ctrl@Upp@@QAEAAV12@HH@Z)
  non risolto
$blitz.obj : error LNK2019: riferimento al simbolo esterno "public: static struct Upp::Size_<int>
__cdecl Upp::Ctrl::LayoutZoom(struct Upp::Size_<int
 >)" (?LayoutZoom@Ctrl@Upp@@SA?AU?$Size_@H@2@U32@@Z) non risolto nella funzione
"private: void __thiscall Upp::TabDlg::Rearrange(void)" (?Rearrange@Ta
 bDlg@Upp@@AAEXXZ)
$blitz.obj : error LNK2019: riferimento al simbolo esterno "public: class Upp::TopWindow &
__thiscall Upp::TopWindow::Rejector(class Upp::Ctrl &,int)
 " (?Rejector@TopWindow@Upp@@QAEAAV12@AAVCtrl@2@H@Z) non risolto nella funzione
"public: __thiscall Upp::TabDlg::TabDlg(void)" (??0TabDlg@Upp@@QAE@XZ)

$blitz.obj : error LNK2001: simbolo esterno "public: class Upp::TopWindow & __thiscall
```

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Upp::TopWindow::Rejector(class Upp::Ctrl &,int)" (?Rejector@To
 pWindow@Upp@@QAEAAV12@AAVCtrl@2@H@Z) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: class Upp::TopWindow & __thiscall
Upp::TopWindow::Rejector(class Upp::Ctrl &,int)" (?Rejector@To
 pWindow@Upp@@QAEAAV12@AAVCtrl@2@H@Z) non risolto
$blitz.obj : error LNK2019: riferimento al simbolo esterno "public: class Upp::TopWindow &
__thiscall Upp::TopWindow::Acceptor(class Upp::Ctrl &,int)
 " (?Acceptor@TopWindow@Upp@@QAEAAV12@AAVCtrl@2@H@Z) non risolto nella funzione
"public: __thiscall Upp::TabDlg::TabDlg(void)" (??0TabDlg@Upp@@QAE@XZ)

$blitz.obj : error LNK2001: simbolo esterno "public: class Upp::TopWindow & __thiscall
Upp::TopWindow::Acceptor(class Upp::Ctrl &,int)" (?Acceptor@To
 pWindow@Upp@@QAEAAV12@AAVCtrl@2@H@Z) non risolto
$blitz.obj : error LNK2019: riferimento al simbolo esterno "public: void __thiscall
Upp::Ctrl::PostCallback(class Upp::Callback,int)" (?PostCallback@
 Ctrl@Upp@@QAEXVCallback@2@H@Z) non risolto nella funzione "protected: void __thiscall
Upp::TreeCtrl::SyncTree(void)" (?SyncTree@TreeCtrl@Upp@@IAEXXZ)

$blitz.obj : error LNK2019: riferimento al simbolo esterno "unsigned long __cdecl
Upp::GetTimeClick(void)" (?GetTimeClick@Upp@@YAKXZ) non risolto nel
 la funzione "public: virtual void __thiscall Upp::TreeCtrl::DragRepeat(struct Upp::Point_<int>)"
(?DragRepeat@TreeCtrl@Upp@@UAEXU?$Point_@H@2@@Z)
$blitz.obj : error LNK2019: riferimento al simbolo esterno "class Upp::Color __cdecl
Upp::GuiPlatformGetScreenPixel(int,int)" (?GuiPlatformGetScreenP
 ixel@Upp@@YA?AVColor@1@HH@Z) non risolto nella funzione "public: virtual void __thiscall
Upp::FetchColorCtrl::MouseMove(struct Upp::Point_<int>,unsig
 ned long)" (?MouseMove@FetchColorCtrl@Upp@@UAEXU?$Point_@H@2@K@Z)
$blitz.obj : error LNK2019: riferimento al simbolo esterno "class Upp::CtrlFrame & __cdecl
Upp::InsetFrame(void)" (?InsetFrame@Upp@@YAAAVCtrlFrame@1@
 XZ) non risolto nella funzione "public: __thiscall Upp::ColorSelectorImpl::ColorSelectorImpl(class
Upp::ColorSelector &)" (??0ColorSelectorImpl@Upp@@
 QAE@AAVColorSelector@1@@Z)
$blitz.obj : error LNK2001: simbolo esterno "public: class Upp::Ctrl & __thiscall
Upp::Ctrl::SetEditable(bool)" (?SetEditable@Ctrl@Upp@@QAEAAV12@_N@Z
 ) non risolto
$blitz.obj : error LNK2019: riferimento al simbolo esterno "public: class Upp::Ctrl & __thiscall
Upp::Ctrl::SetEditable(bool)" (?SetEditable@Ctrl@Upp
 @@QAEAAV12@_N@Z) non risolto nella funzione "public: class Upp::Ctrl & __thiscall
Upp::Ctrl::SetReadOnly(void)" (?SetReadOnly@Ctrl@Upp@@QAEAAV12@XZ)
$blitz.obj : error LNK2001: simbolo esterno "public: class Upp::Ctrl & __thiscall
Upp::Ctrl::SetEditable(bool)" (?SetEditable@Ctrl@Upp@@QAEAAV12@_N@Z
 ) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: class Upp::Ctrl & __thiscall
Upp::Ctrl::SetEditable(bool)" (?SetEditable@Ctrl@Upp@@QAEAAV12@_N@Z
 ) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: class Upp::Ctrl & __thiscall
Upp::Ctrl::SetEditable(bool)" (?SetEditable@Ctrl@Upp@@QAEAAV12@_N@Z
 ) non risolto
```

```
$blitz.obj : error LNK2019: riferimento al simbolo esterno "void __cdecl
Upp::AvoidPaintingCheck__(void)" (?AvoidPaintingCheck__@Upp@@YAXXZ) non riso
 lto nella funzione "class Upp::Image __cdecl Upp::ProcessSHIcon(struct _SHFILEINFOA const
&)" (?ProcessSHIcon@Upp@@YA?AVImage@1@ABU_SHFILEINFOA@@@Z)
$blitz.obj : error LNK2019: riferimento al simbolo esterno "public: static bool __cdecl
Upp::Ctrl::IsWaitingEvent(void)" (?IsWaitingEvent@Ctrl@Upp@@S
 A_NXZ) non risolto nella funzione "private: void __thiscall Upp::LazyFileIcons::Do(void)"
(?Do@LazyFileIcons@Upp@@AAEXXZ)
$blitz.obj : error LNK2019: riferimento al simbolo esterno "void __cdecl
Upp::ArrangeOKCancel(class Upp::Ctrl &,class Upp::Ctrl &)" (?ArrangeOKCancel
 @Upp@@YAXAAVCtrl@1@0@Z) non risolto nella funzione "protected: bool __thiscall
Upp::FileSel::Execute(int)" (?Execute@FileSel@Upp@@IAE_NH@Z)
$blitz.obj : error LNK2001: simbolo esterno "void __cdecl Upp::ArrangeOKCancel(class Upp::Ctrl
&,class Upp::Ctrl &)" (?ArrangeOKCancel@Upp@@YAXAAVCtr
 l@1@0@Z) non risolto
$blitz.obj : error LNK2019: riferimento al simbolo esterno "public: class Upp::Ctrl & __thiscall
Upp::Ctrl::SetPos(struct Upp::Ctrl::LogPos)" (?SetPo
 s@Ctrl@Upp@@QAEAAV12@ULogPos@12@@Z) non risolto nella funzione "protected: bool
__thiscall Upp::FileSel::Execute(int)" (?Execute@FileSel@Upp@@IAE_NH@
 Z)
$blitz.obj : error LNK2019: riferimento al simbolo esterno "public: class Upp::Ctrl & __thiscall
Upp::Ctrl::SetPosY(class Upp::Ctrl::Logc)" (?SetPosY
 @Ctrl@Upp@@QAEAAV12@VLogc@12@@Z) non risolto nella funzione "protected: bool
__thiscall Upp::FileSel::Execute(int)" (?Execute@FileSel@Upp@@IAE_NH@Z)
$blitz.obj : error LNK2019: riferimento al simbolo esterno "private: void __thiscall
Upp::TopWindow::ActiveFocus0(class Upp::Ctrl &)" (?ActiveFocus0@
 TopWindow@Upp@@AAEXAAVCtrl@2@@Z) non risolto nella funzione "public: class
Upp::TopWindow & __thiscall Upp::TopWindow::ActiveFocus(class Upp::Ctrl &)
 " (?ActiveFocus@TopWindow@Upp@@QAEAAV12@AAVCtrl@2@@Z)
$blitz.obj : error LNK2001: simbolo esterno "private: void __thiscall
Upp::TopWindow::ActiveFocus0(class Upp::Ctrl &)" (?ActiveFocus0@TopWindow@Upp@@
 AAEXAAVCtrl@2@@Z) non risolto
$blitz.obj : error LNK2001: simbolo esterno "private: void __thiscall
Upp::TopWindow::ActiveFocus0(class Upp::Ctrl &)" (?ActiveFocus0@TopWindow@Upp@@
 AAEXAAVCtrl@2@@Z) non risolto
$blitz.obj : error LNK2019: riferimento al simbolo esterno "class Upp::CtrlFrame & __cdecl
Upp::FieldFrame(void)" (?FieldFrame@Upp@@YAAAVCtrlFrame@1@
 XZ) non risolto nella funzione "public: __thiscall Upp::FileSel::FileSel(void)"
(??0FileSel@Upp@@QAE@XZ)
$blitz.obj : error LNK2001: simbolo esterno "class Upp::CtrlFrame & __cdecl
Upp::FieldFrame(void)" (?FieldFrame@Upp@@YAAAVCtrlFrame@1@XZ) non risolto

$blitz.obj : error LNK2019: riferimento al simbolo esterno "public: __thiscall
Upp::PrintDraw::PrintDraw(struct HDC__ *,char const *)" (??0PrintDraw@
 Upp@@QAE@PAUHDC__@@PBD@Z) non risolto nella funzione "private: bool __thiscall
Upp::PrinterJob::Execute0(bool)" (?Execute0@PrinterJob@Upp@@AAE_N_N@Z)

$blitz.obj : error LNK2019: riferimento al simbolo esterno "void __cdecl Upp::EnableCtrls(class
```

Upp::Vector<class Upp::Ptr<class Upp::Ctrl> > const &
)" (?EnableCtrls@Upp@@YAXABV?$Vector@V?$Ptr@VCtrl@Upp@@@Upp@@@1@@Z)
non risolto nella funzione "private: bool __thiscall Upp::PrinterJob::Execute0(bo
 ol)" (?Execute0@PrinterJob@Upp@@AAE_N_N@Z)
$blitz.obj : error LNK2019: riferimento al simbolo esterno "class Upp::Vector<class Upp::Ptr<class
Upp::Ctrl> > __cdecl Upp::DisableCtrls(class Upp::
 Vector<class Upp::Ctrl *> const &,class Upp::Ctrl *)"
(?DisableCtrls@Upp@@YA?AV?$Vector@V?$Ptr@VCtrl@Upp@@@Upp@@@1@ABV?$Vect
or@PAVCtrl@Upp@@@1@PAVCtr
 l@1@@Z) non risolto nella funzione "private: bool __thiscall Upp::PrinterJob::Execute0(bool)"
(?Execute0@PrinterJob@Upp@@AAE_N_N@Z)
$blitz.obj : error LNK2019: riferimento al simbolo esterno "public: static class Upp::Vector<class
Upp::Ctrl *> __cdecl Upp::Ctrl::GetTopCtrls(void)"
  (?GetTopCtrls@Ctrl@Upp@@SA?AV?$Vector@PAVCtrl@Upp@@@2@XZ) non risolto nella
funzione "private: bool __thiscall Upp::PrinterJob::Execute0(bool)" (?Ex
 ecute0@PrinterJob@Upp@@AAE_N_N@Z)
$blitz.obj : error LNK2019: riferimento al simbolo esterno "public: void __thiscall
Upp::Ctrl::SetForeground(void)" (?SetForeground@Ctrl@Upp@@QAEXXZ)
  non risolto nella funzione "void __cdecl Upp::WindowsList(void)"
(?WindowsList@Upp@@YAXXZ)
$blitz.obj : error LNK2019: riferimento al simbolo esterno "struct Upp::Rect_<int> __cdecl
Upp::MonitorRectForHWND(struct HWND__ *)" (?MonitorRectFor
 HWND@Upp@@YA?AU?$Rect_@H@1@PAUHWND__@@@Z) non risolto nella funzione
"unsigned int __stdcall Upp::sCenterHook(struct HWND__ *,unsigned int,unsigned i
 nt,long)" (?sCenterHook@Upp@@YGIPAUHWND__@@IIJ@Z)
$blitz.obj : error LNK2019: riferimento al simbolo esterno "public: static struct Upp::Rect_<int>
__cdecl Upp::Ctrl::GetPrimaryWorkArea(void)" (?GetP
 rimaryWorkArea@Ctrl@Upp@@SA?AU?$Rect_@H@2@XZ) non risolto nella funzione
"unsigned int __stdcall Upp::sCenterHook(struct HWND__ *,unsigned int,unsign
 ed int,long)" (?sCenterHook@Upp@@YGIPAUHWND__@@IIJ@Z)
$blitz.obj : error LNK2019: riferimento al simbolo esterno "protected: void __thiscall
Upp::Ctrl::Create(struct HWND__ *,unsigned long,unsigned long,
 bool,int,bool)" (?Create@Ctrl@Upp@@IAEXPAUHWND__@@KK_NH1@Z) non risolto nella
funzione "public: __thiscall Upp::TrayIcon::TrayIcon(void)" (??0TrayIco
 n@Upp@@QAE@XZ)
$blitz.obj : error LNK2019: riferimento al simbolo esterno "public: static struct HICON__ * __cdecl
Upp::SystemDraw::IconWin32(class Upp::Image const
  &,bool)" (?IconWin32@SystemDraw@Upp@@SAPAUHICON__@@ABVImage@2@_N@Z)
non risolto nella funzione "private: void __thiscall Upp::TrayIcon::Notify(unsig
 ned long)" (?Notify@TrayIcon@Upp@@AAEXK@Z)
$blitz.obj : error LNK2019: riferimento al simbolo esterno "public: void __thiscall
Upp::Ctrl::SetAlpha(unsigned char)" (?SetAlpha@Ctrl@Upp@@QAEXE@Z)
  non risolto nella funzione "void __cdecl Upp::Animate(class Upp::Ctrl &,struct Upp::Rect_<int>
const &,int)" (?Animate@Upp@@YAXAAVCtrl@1@ABU?$Rect_@
 H@1@H@Z)
$blitz.obj : error LNK2001: simbolo esterno "public: void __thiscall Upp::Ctrl::SetAlpha(unsigned
char)" (?SetAlpha@Ctrl@Upp@@QAEXE@Z) non risolto
$blitz.obj : error LNK2019: riferimento al simbolo esterno "public: int __thiscall

```
Upp::TopWindow::Execute(void)" (?Execute@TopWindow@Upp@@QAEHXZ) no
 n risolto nella funzione "bool __cdecl Upp::EditText(class Upp::String &,char const *,char const
*,int (__cdecl*)(int),int)" (?EditText@Upp@@YA_NAAVS
 tring@1@PBD1P6AHH@ZH@Z)
$blitz.obj : error LNK2019: riferimento al simbolo esterno "void __cdecl
Upp::GUI_GlobalStyle_Write(int)" (?GUI_GlobalStyle_Write@Upp@@YAXH@Z) non ri
 solto nella funzione "void __cdecl Upp::ChStdSkin(void)" (?ChStdSkin@Upp@@YAXXZ)
ChWin32.obj : error LNK2001: simbolo esterno "void __cdecl Upp::GUI_GlobalStyle_Write(int)"
(?GUI_GlobalStyle_Write@Upp@@YAXH@Z) non risolto
$blitz.obj : error LNK2019: riferimento al simbolo esterno "void const * __cdecl
Upp::GetInternalDropPtr__(void)" (?GetInternalDropPtr__@Upp@@YAPBXXZ
 ) non risolto nella funzione "class Upp::ArrayCtrl const & __cdecl Upp::GetInternal<class
Upp::ArrayCtrl>(class Upp::PasteClip &)" (??$GetInternal@VA
 rrayCtrl@Upp@@@Upp@@YAABVArrayCtrl@0@AAVPasteClip@0@@Z)
$blitz.obj : error LNK2019: riferimento al simbolo esterno "public: class Upp::Ctrl & __thiscall
Upp::Ctrl::HCenterPosZ(int,int)" (?HCenterPosZ@Ctrl@
 Upp@@QAEAAV12@HH@Z) non risolto nella funzione "void __cdecl Upp::InitLayout<class
Upp::Progress,class Upp::Progress>(class Upp::Ctrl &,class Upp::Pr
 ogress &,class Upp::Progress &,struct Upp::ProgressLayout__layid &)"
(??$InitLayout@VProgress@Upp@@V12@@Upp@@YAXAAVCtrl@0@AAVProgress@0@1AA
UProgressL
 ayout__layid@0@@Z)
$blitz.obj : error LNK2001: simbolo esterno "public: class Upp::Ctrl & __thiscall
Upp::Ctrl::HCenterPosZ(int,int)" (?HCenterPosZ@Ctrl@Upp@@QAEAAV12@H
 H@Z) non risolto
$blitz.obj : error LNK2019: riferimento al simbolo esterno "public: static void __cdecl
Upp::Ctrl::InstallKeyHook(bool (__cdecl*)(class Upp::Ctrl *,u
 nsigned long,int))" (?InstallKeyHook@Ctrl@Upp@@SAXP6A_NPAV12@KH@Z@Z) non risolto
nella funzione "void __cdecl Upp::s__sF27_287_fn(void)" (?s__sF27_28
 7_fn@Upp@@YAXXZ)
$blitz.obj : error LNK2019: riferimento al simbolo esterno "bool (__cdecl*& __cdecl
Upp::DisplayErrorFn(void))(class Upp::Value const &)" (?DisplayEr
 rorFn@Upp@@YAAAP6A_NABVValue@1@@ZXZ) non risolto nella funzione "void __cdecl
Upp::s__sF49_74_fn(void)" (?s__sF49_74_fn@Upp@@YAXXZ)
ChWin32.obj : error LNK2019: riferimento al simbolo esterno "public: void __thiscall
Upp::SystemDraw::EndGdi(void)" (?EndGdi@SystemDraw@Upp@@QAEXXZ)
 non risolto nella funzione "class Upp::Image __cdecl Upp::XpImage(int,int,int,class
Upp::Color,struct Upp::Size_<int>)" (?XpImage@Upp@@YA?AVImage@1@H
 HHVColor@1@U?$Size_@H@1@@Z)
ChWin32.obj : error LNK2019: riferimento al simbolo esterno "public: struct HDC__ * __thiscall
Upp::SystemDraw::BeginGdi(void)" (?BeginGdi@SystemDraw
 @Upp@@QAEPAUHDC__@@XZ) non risolto nella funzione "class Upp::Image __cdecl
Upp::XpImage(int,int,int,class Upp::Color,struct Upp::Size_<int>)" (?XpIm
 age@Upp@@YA?AVImage@1@HHHVColor@1@U?$Size_@H@1@@Z)
ChWin32.obj : error LNK2019: riferimento al simbolo esterno "struct HDC__ * __cdecl
Upp::ScreenHDC(void)" (?ScreenHDC@Upp@@YAPAUHDC__@@XZ) non risolt
 o nella funzione "class Upp::Image __cdecl Upp::XpImage(int,int,int,class Upp::Color,struct
Upp::Size_<int>)" (?XpImage@Upp@@YA?AVImage@1@HHHVColor@1
```

```
 @U?$Size_@H@1@@Z)
ChWin32.obj : error LNK2019: riferimento al simbolo esterno "void __cdecl
Upp::EditFieldIsThin_Write(int)" (?EditFieldIsThin_Write@Upp@@YAXH@Z) non r
 isolto nella funzione "void __cdecl Upp::ChHostSkin(void)" (?ChHostSkin@Upp@@YAXXZ)
ChWin32.obj : error LNK2019: riferimento al simbolo esterno "void __cdecl
Upp::ScrollBarArrowSize_Write(int)" (?ScrollBarArrowSize_Write@Upp@@YAXH@Z)
  non risolto nella funzione "void __cdecl Upp::ChSysInit(void)" (?ChSysInit@Upp@@YAXXZ)
ChWin32.obj : error LNK2019: riferimento al simbolo esterno "void __cdecl
Upp::FrameButtonWidth_Write(int)" (?FrameButtonWidth_Write@Upp@@YAXH@Z) non
  risolto nella funzione "void __cdecl Upp::ChSysInit(void)" (?ChSysInit@Upp@@YAXXZ)
ChWin32.obj : error LNK2019: riferimento al simbolo esterno "class Upp::Image __cdecl
Upp::Win32Icon(char const *,int)" (?Win32Icon@Upp@@YA?AVImage@1
 @PBDH@Z) non risolto nella funzione "void __cdecl Upp::ChSysInit(void)"
(?ChSysInit@Upp@@YAXXZ)
ChWin32.obj : error LNK2019: riferimento al simbolo esterno "void __cdecl
Upp::GUI_DblClickTime_Write(int)" (?GUI_DblClickTime_Write@Upp@@YAXH@Z) non
  risolto nella funzione "void __cdecl Upp::ChSysInit(void)" (?ChSysInit@Upp@@YAXXZ)
ChWin32.obj : error LNK2019: riferimento al simbolo esterno "void __cdecl
Upp::GUI_DragDistance_Write(int)" (?GUI_DragDistance_Write@Upp@@YAXH@Z) non
  risolto nella funzione "void __cdecl Upp::ChSysInit(void)" (?ChSysInit@Upp@@YAXXZ)
ChWin32.obj : error LNK2019: riferimento al simbolo esterno "void __cdecl
Upp::GUI_AKD_Conservative_Write(int)" (?GUI_AKD_Conservative_Write@Upp@@YAX
 H@Z) non risolto nella funzione "void __cdecl Upp::ChSysInit(void)"
(?ChSysInit@Upp@@YAXXZ)
ChWin32.obj : error LNK2019: riferimento al simbolo esterno "void __cdecl
Upp::GUI_AltAccessKeys_Write(int)" (?GUI_AltAccessKeys_Write@Upp@@YAXH@Z) n
 on risolto nella funzione "void __cdecl Upp::ChSysInit(void)" (?ChSysInit@Upp@@YAXXZ)
ChWin32.obj : error LNK2019: riferimento al simbolo esterno "void __cdecl
Upp::GUI_DropShadows_Write(int)" (?GUI_DropShadows_Write@Upp@@YAXH@Z) non r
 isolto nella funzione "void __cdecl Upp::ChSysInit(void)" (?ChSysInit@Upp@@YAXXZ)
ChWin32.obj : error LNK2019: riferimento al simbolo esterno "void __cdecl
Upp::GUI_PopUpEffect_Write(int)" (?GUI_PopUpEffect_Write@Upp@@YAXH@Z) non r
 isolto nella funzione "void __cdecl Upp::ChSysInit(void)" (?ChSysInit@Upp@@YAXXZ)
ChWin32.obj : error LNK2019: riferimento al simbolo esterno "void __cdecl
Upp::GUI_DragFullWindow_Write(int)" (?GUI_DragFullWindow_Write@Upp@@YAXH@Z)
  non risolto nella funzione "void __cdecl Upp::ChSysInit(void)" (?ChSysInit@Upp@@YAXXZ)
ChWin32.obj : error LNK2019: riferimento al simbolo esterno "bool __cdecl
Upp::ScreenInPaletteMode(void)" (?ScreenInPaletteMode@Upp@@YA_NXZ) non riso
 lto nella funzione "void __cdecl Upp::ChSysInit(void)" (?ChSysInit@Upp@@YAXXZ)
$blitz.obj : error LNK2019: riferimento al simbolo esterno "public: void __thiscall
Upp::Ctrl::ClearFrames(void)" (?ClearFrames@Ctrl@Upp@@QAEXXZ) non
  risolto nella funzione "public: void __thiscall MaterialiLayout::CreaLayout(class Upp::StaticRect
&)" (?CreaLayout@MaterialiLayout@@QAEXAAVStaticRec
 t@Upp@@@Z)
$blitz.obj : error LNK2001: simbolo esterno "public: void __thiscall Upp::Ctrl::ClearFrames(void)"
(?ClearFrames@Ctrl@Upp@@QAEXXZ) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: void __thiscall Upp::Ctrl::ClearFrames(void)"
(?ClearFrames@Ctrl@Upp@@QAEXXZ) non risolto
```

$blitz.obj : error LNK2019: riferimento al simbolo esterno "class Upp::CtrlFrame & __cdecl Upp::RightSeparatorFrame(void)" (?RightSeparatorFrame@Upp@ @YAAAVCtrlFrame@1@XZ) non risolto nella funzione "public: class Upp::GridCtrl & __thiscall Upp::GridCtrl::SetToolBar(bool,int,int)" (?SetToolBar@Grid Ctrl@Upp@@QAEAAV12@_NHH@Z)
$blitz.obj : error LNK2019: riferimento al simbolo esterno "class Upp::CtrlFrame & __cdecl Upp::LeftSeparatorFrame(void)" (?LeftSeparatorFrame@Upp@@Y AAAVCtrlFrame@1@XZ) non risolto nella funzione "public: class Upp::GridCtrl & __thiscall Upp::GridCtrl::SetToolBar(bool,int,int)" (?SetToolBar@GridCt rl@Upp@@QAEAAV12@_NHH@Z)
$blitz.obj : error LNK2019: riferimento al simbolo esterno "class Upp::CtrlFrame & __cdecl Upp::BottomSeparatorFrame(void)" (?BottomSeparatorFrame@Up p@@YAAAVCtrlFrame@1@XZ) non risolto nella funzione "public: class Upp::GridCtrl & __thiscall Upp::GridCtrl::SetToolBar(bool,int,int)" (?SetToolBar@Gr idCtrl@Upp@@QAEAAV12@_NHH@Z)
$blitz.obj : error LNK2019: riferimento al simbolo esterno "class Upp::CtrlFrame & __cdecl Upp::TopSeparatorFrame(void)" (?TopSeparatorFrame@Upp@@YAA AVCtrlFrame@1@XZ) non risolto nella funzione "public: class Upp::GridCtrl & __thiscall Upp::GridCtrl::SetToolBar(bool,int,int)" (?SetToolBar@GridCtrl @Upp@@QAEAAV12@_NHH@Z)
$blitz.obj : error LNK2019: riferimento al simbolo esterno "public: void __thiscall Upp::Ctrl::InsertFrame(int,class Upp::CtrlFrame &)" (?InsertFrame @Ctrl@Upp@@QAEXHAAVCtrlFrame@2@@Z) non risolto nella funzione "public: class Upp::GridCtrl & __thiscall Upp::GridCtrl::SetToolBar(bool,int,int)" (?SetToolBar@GridCtrl@Upp@@QAEAAV12@_NHH@Z)
$blitz.obj : error LNK2019: riferimento al simbolo esterno "public: void __thiscall Upp::Ctrl::RemoveFrame(class Upp::CtrlFrame &)" (?RemoveFrame@Ctr l@Upp@@QAEXAAVCtrlFrame@2@@Z) non risolto nella funzione "public: class Upp::GridCtrl & __thiscall Upp::GridCtrl::SetToolBar(bool,int,int)" (?SetTool Bar@GridCtrl@Upp@@QAEAAV12@_NHH@Z)
$blitz.obj : error LNK2019: riferimento al simbolo esterno "public: virtual __thiscall Upp::ViewDraw::~ViewDraw(void)" (??1ViewDraw@Upp@@UAE@XZ) non risolto nella funzione "private: void __thiscall Upp::GridCtrl::DrawLine(bool,bool)" (?DrawLine@GridCtrl@Upp@@AAEX_N0@Z)
$blitz.obj : error LNK2019: riferimento al simbolo esterno "public: __thiscall Upp::ViewDraw::ViewDraw(class Upp::Ctrl *)" (??0ViewDraw@Upp@@QAE@PAVC trl@1@@Z) non risolto nella funzione "private: void __thiscall Upp::GridCtrl::DrawLine(bool,bool)" (?DrawLine@GridCtrl@Upp@@AAEX_N0@Z)
$blitz.obj : error LNK2019: riferimento al simbolo esterno "public: void __thiscall Upp::Ctrl::ScrollView(int,int)" (?ScrollView@Ctrl@Upp@@QAEXHH@Z) non risolto nella funzione "public: void __thiscall Upp::Ctrl::ScrollView(struct Upp::Size_<int>)" (?ScrollView@Ctrl@Upp@@QAEXU?$Size_@H@2@@Z)
$blitz.obj : error LNK2019: riferimento al simbolo esterno "bool __cdecl Upp::IsClipboardAvailable(char const *)" (?IsClipboardAvailable@Upp@@YA_NPBD @Z) non risolto nella funzione "bool __cdecl Upp::IsClipboardFormatAvailable<class Upp::GridClipboard>(void)" (??$IsClipboardFormatAvailable@VGridCli pboard@Upp@@@Upp@@YA_NXZ)
$blitz.obj : error LNK2019: riferimento al simbolo esterno "class Upp::String __cdecl

Upp::ReadClipboard(char const *)" (?ReadClipboard@Upp@@YA?AVStr
 ing@1@PBD@Z) non risolto nella funzione "bool __cdecl Upp::ReadClipboardFormat<class
Upp::GridClipboard>(class Upp::GridClipboard &)" (??$ReadClipboa
 rdFormat@VGridClipboard@Upp@@@Upp@@YA_NAAVGridClipboard@0@@Z)
$blitz.obj : error LNK2019: riferimento al simbolo esterno "public: class Upp::String __thiscall
Upp::Ctrl::GetLayoutId(void)const " (?GetLayoutId@Ct
 rl@Upp@@QBE?AVString@2@XZ) non risolto nella funzione "public: void __thiscall
Upp::SqlCtrls::Table(class Upp::Ctrl &,class Upp::SqlId)" (?Table@SqlC
 trls@Upp@@QAEXAAVCtrl@2@VSqlId@2@@Z)
$blitz.obj : error LNK2019: riferimento al simbolo esterno "public: void __thiscall
Upp::TopWindow::Open(struct HWND__ *)" (?Open@TopWindow@Upp@@QAEX
 PAUHWND__@@@Z) non risolto nella funzione "int __cdecl Upp::SqlError(struct HWND__
*,char const *,char const *,char const *,bool)" (?SqlError@Upp@@YA
 HPAUHWND__@@PBD11_N@Z)
$blitz.obj : error LNK2019: riferimento al simbolo esterno "public: class Upp::TopWindow &
__thiscall Upp::TopWindow::Icon(class Upp::Image const &,c
 lass Upp::Image const &)" (?Icon@TopWindow@Upp@@QAEAAV12@ABVImage@2@0@Z)
non risolto nella funzione "public: void __thiscall Upp::SqlConsole::Perform
 (void)" (?Perform@SqlConsole@Upp@@QAEXXZ)
C:\upp\out\MyUPPDrop\MSC9.Debug.Debug_Full.Gui.Sse2\STA.exe : fatal error LNK1120: 354
esterni non risolti

what's happening? what does it mean?

Regards,
Matteo
