
Subject: [Visual Studio 2012] error LNK2019: unresolved external symbol

Posted by [CodeNazi](#) on Mon, 04 Nov 2013 19:05:46 GMT

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Hello,

I just installed Ultimate++ library and i have linked the source folder from the Project Options (in VS++) and when i compile the project, i get these errors:

(I am using Visual Studio 2012)

```
1>main.obj : error LNK2019: unresolved external symbol "void __cdecl Upp::AssertFailed(char const *,int,char const *)" (?AssertFailed@Upp@@@YAXPBDH0@Z) referenced in function "protected: void __thiscall Upp::WString0::Zero(void)" (?Zero@WString0@Upp@@@IAEXXZ)
1>main.obj : error LNK2019: unresolved external symbol "void * __cdecl Upp::MemoryAlloc(unsigned int)" (?MemoryAlloc@Upp@@@YAPAXI@Z) referenced in function "void * __cdecl operator new(unsigned int)" (??2@YAPAXI@Z)
1>main.obj : error LNK2019: unresolved external symbol "void __cdecl Upp::MemoryFree(void *)" (?MemoryFree@Upp@@@YAXPAX@Z) referenced in function "void __cdecl operator delete(void *)" (??3@YAXPAX@Z)
1>main.obj : error LNK2019: unresolved external symbol "private: void __thiscall Upp::String0::LFree(void)" (?LFree@String0@Upp@@@AAEXXZ) referenced in function "protected: void __thiscall Upp::String0::Free(void)" (?Free@String0@Upp@@@IAEXXZ)
1>main.obj : error LNK2019: unresolved external symbol "protected: void __thiscall Upp::String0::Set(char const *,int)" (?Set@String0@Upp@@@IAEXPBDH@Z) referenced in function "public: __thiscall Upp::String::String(char const *)" (??0String@Upp@@@QAE@PBD@Z)
1>main.obj : error LNK2019: unresolved external symbol "private: void __thiscall Upp::WString0::Dsyn(void)" (?Dsyn@WString0@Upp@@@AAEXXZ) referenced in function "protected: void __thiscall Upp::WString0::Zero(void)" (?Zero@WString0@Upp@@@IAEXXZ)
1>main.obj : error LNK2019: unresolved external symbol "protected: void __thiscall Upp::WString0::Set(class Upp::WString0 const &)" (?Set@WString0@Upp@@@IAEXABV12@@@Z) referenced in function "public: __thiscall Upp::WString::WString(class Upp::WString const &)" (??0WString@Upp@@@QAE@ABV01@@@Z)
1>main.obj : error LNK2019: unresolved external symbol "protected: void __thiscall Upp::WString0::Free(void)" (?Free@WString0@Upp@@@IAEXXZ) referenced in function "public: __thiscall Upp::WString0::~~WString0(void)" (??1WString0@Upp@@@QAE@XZ)
1>main.obj : error LNK2019: unresolved external symbol "void __cdecl Upp::BreakWhenPicked(void *)" (?BreakWhenPicked@Upp@@@YAXPAX@Z) referenced in function "private: static class Upp::Vector<class Upp::WString> & __cdecl Upp::Vector<class Upp::WString>::SetPicked(class Upp::Vector<class Upp::WString> &)" (?SetPicked@?$Vector@VWString@Upp@@@Upp@@@CAA12@AAV12@@@Z)
1>main.obj : error LNK2019: unresolved external symbol "class Upp::String __cdecl Upp::FromSystemCharset(class Upp::String const &)" (?FromSystemCharset@Upp@@@YA?AVString@1@ABV21@@@Z) referenced in function _WinMain@16
1>main.obj : error LNK2019: unresolved external symbol "int __cdecl Upp::GetExitCode(void)" (?GetExitCode@Upp@@@YAHXZ) referenced in function _WinMain@16
1>main.obj : error LNK2019: unresolved external symbol "void __cdecl Upp::AppExit__(void)"
```

```
(?AppExit__@Upp@@YAXXZ) referenced in function _WinMain@16
1>main.obj : error LNK2019: unresolved external symbol "void __cdecl Upp::AppExecute__(void
(__cdecl*)(void))" (?AppExecute__@Upp@@YAXP6AXXZ@Z) referenced in function
_WinMain@16
1>main.obj : error LNK2019: unresolved external symbol "void __cdecl
Upp::AppInitEnvironment__(void)" (?AppInitEnvironment__@Upp@@YAXXZ) referenced in
function _WinMain@16
1>main.obj : error LNK2019: unresolved external symbol "public: static void __cdecl
Upp::Ctrl::InitWin32(struct HINSTANCE__ *)"
(?InitWin32@Ctrl@Upp@@SAXPAUHINSTANCE__@@@Z) referenced in function
_WinMain@16
1>main.obj : error LNK2019: unresolved external symbol "public: static void __cdecl
Upp::Ctrl::ExitWin32(void)" (?ExitWin32@Ctrl@Upp@@SAXXZ) referenced in function
_WinMain@16
1>main.obj : error LNK2019: unresolved external symbol "public: static void __cdecl
Upp::Ctrl::CloseTopCtrls(void)" (?CloseTopCtrls@Ctrl@Upp@@SAXXZ) referenced in function
_WinMain@16
1>main.obj : error LNK2019: unresolved external symbol "class Upp::Vector<class Upp::WString>
& __cdecl Upp::coreCmdLine__(void)"
(?coreCmdLine__@Upp@@YAAAV?$Vector@VWString@Upp@@@1@XZ) referenced in
function _WinMain@16
1>main.obj : error LNK2019: unresolved external symbol "class Upp::Vector<class Upp::WString>
__cdecl Upp::SplitCmdLine__(char const *)"
(?SplitCmdLine__@Upp@@YA?AV?$Vector@VWString@Upp@@@1@PBD@Z) referenced in
function _WinMain@16
1>main.obj : error LNK2019: unresolved external symbol "void __cdecl Upp::PromptOK(char
const *)" (?PromptOK@Upp@@YAXPBD@Z) referenced in function "void __cdecl
GuiMainFn_(void)" (?GuiMainFn_@@YAXXZ)
1>c:\users\Guest\documents\visual studio 2012\Projects\Project1\Debug\Project1.exe : fatal error
LNK1120: 20 unresolved externals
```

Also i am trying to compile this code:

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

using namespace Upp;

GUI_APP_MAIN {
    PromptOK("Hello world");
}
```

Do i have to link some libs ? Cause i didn't see any libs in Upp folder..
