
Subject: Re: GLDraw

Posted by [Tom1](#) on Sun, 01 Dec 2013 20:47:53 GMT

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Hi,

I just tried the current reference/GLDrawDemo for the first time and run into trouble on Windows Vista Business 64 bit, using MSC9 32 bit:

1. In main.cpp I had to switch the order of includes:

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

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

because of this error:

main.cpp

```
c:\upp\uppsrc\gldraw\glew.h(84) : fatal error C1189: #error : gl.h included before glew.h
```

```
GLDrawDemo: 1 file(s) built in (0:02.34), 2343 msecs / file, duration = 2375 msecs
```

2. In GLDrawS.cpp I had to rename two variables (called near and far) to something else, since confused the MSC9 32-bit compiler:

```
void GLOrtho(float left, float right, float bottom, float top, float nnear, float nfar, GLuint  
u_projection)
```

3. Finally, when linking I got this:

Linking...

```
GLDraw.lib(GLDrawS.obj) : error LNK2019: unresolved external symbol  
__imp___glewGetUniformLocation referenced in function "public: int __thiscall
```

```
Upp::GLProgram::GetUniform(char const *)" (?GetUniform@GLProgram@
```

```
Upp@@@QAEHPBD@Z)
```

```
GLDraw.lib(GLDrawS.obj) : error LNK2019: unresolved external symbol
```

```
__imp___glewUseProgram referenced in function "public: void __thiscall
```

```
Upp::GLProgram::Use(void)" (?Use@GLProgram@Upp@@@QAEXXZ)
```

```
GLDraw.lib(GLShaders.obj) : error LNK2001: unresolved external symbol
```

```
__imp___glewUseProgram
```

```
GLDraw.lib(GLDrawS.obj) : error LNK2019: unresolved external symbol
```

```
__imp___glewEnableVertexAttribArray referenced in function "void __cdecl
```

```
Upp::initializeGL(void)" (?initializeGL@Upp@@@YAXXZ)
```

```
GLDraw.lib(GLDrawS.obj) : error LNK2019: unresolved external symbol __imp___glewUniform1i
```

```
referenced in function "void __cdecl Upp::initializeGL(void)" (?initializeGL@Upp@@@YAXXZ)
```

```
GLDraw.lib(GLDrawS.obj) : error LNK2019: unresolved external symbol __imp___glewInit
```

```
referenced in function "void __cdecl Upp::initializeGL(void)" (?initializeGL@Upp@@@YAXXZ)
```

```
GLDraw.lib(GLDrawS.obj) : error LNK2019: unresolved external symbol
```

```

__imp__glewUniformMatrix4fv referenced in function "void __cdecl
Upp::GLOrtho(float,float,float,float,float,float,unsigned int)" (?GLOrtho@Upp
@@YAXMMMMMMI@Z)
GLDraw.lib(GLDrawS.obj) : error LNK2019: unresolved external symbol
__imp__glewDisableVertexAttribArray referenced in function "private: void __thiscall
Upp::GLDraw::FlushPutRect(void)" (?FlushPutRect@GLDraw@Upp
p@@AAEXXZ)
GLDraw.lib(GLDrawS.obj) : error LNK2019: unresolved external symbol
__imp__glewVertexAttribPointer referenced in function "private: void __thiscall
Upp::GLDraw::FlushPutRect(void)" (?FlushPutRect@GLDraw@Upp@@AA
EXXZ)
GLDraw.lib(GLShaders.obj) : error LNK2019: unresolved external symbol
__imp__glewDeleteShader referenced in function "public: void __thiscall
Upp::GLProgram::Clear(void)" (?Clear@GLProgram@Upp@@QAEXXZ)
GLDraw.lib(GLShaders.obj) : error LNK2019: unresolved external symbol
__imp__glewDeleteProgram referenced in function "public: void __thiscall
Upp::GLProgram::Clear(void)" (?Clear@GLProgram@Upp@@QAEXXZ)
GLDraw.lib(GLShaders.obj) : error LNK2019: unresolved external symbol
__imp__glewGetShaderInfoLog referenced in function "unsigned int __cdecl
Upp::LoadShader(char const *,unsigned int)" (?LoadShader@Upp@@YAIPB
DI@Z)
GLDraw.lib(GLShaders.obj) : error LNK2019: unresolved external symbol
__imp__glewGetShaderiv referenced in function "unsigned int __cdecl Upp::LoadShader(char
const *,unsigned int)" (?LoadShader@Upp@@YAIPBDI@Z)

GLDraw.lib(GLShaders.obj) : error LNK2019: unresolved external symbol
__imp__glewCompileShader referenced in function "unsigned int __cdecl
Upp::LoadShader(char const *,unsigned int)" (?LoadShader@Upp@@YAIPBDI@
Z)
GLDraw.lib(GLShaders.obj) : error LNK2019: unresolved external symbol
__imp__glewShaderSource referenced in function "unsigned int __cdecl Upp::LoadShader(char
const *,unsigned int)" (?LoadShader@Upp@@YAIPBDI@Z
)
GLDraw.lib(GLShaders.obj) : error LNK2019: unresolved external symbol
__imp__glewCreateShader referenced in function "unsigned int __cdecl Upp::LoadShader(char
const *,unsigned int)" (?LoadShader@Upp@@YAIPBDI@Z
)
GLDraw.lib(GLShaders.obj) : error LNK2019: unresolved external symbol
__imp__glewGetProgramInfoLog referenced in function "public: void __thiscall
Upp::GLProgram::Create(char const *,char const *,struct Upp::Tu
ple2<int,char const *> *,int)"
(?Create@GLProgram@Upp@@QAEXPBD0PAU?$Tuple2@HPBD@2@H@Z)
GLDraw.lib(GLShaders.obj) : error LNK2019: unresolved external symbol
__imp__glewGetProgramiv referenced in function "public: void __thiscall
Upp::GLProgram::Create(char const *,char const *,struct Upp::Tuple2<
int,char const *> *,int)"
(?Create@GLProgram@Upp@@QAEXPBD0PAU?$Tuple2@HPBD@2@H@Z)
GLDraw.lib(GLShaders.obj) : error LNK2019: unresolved external symbol

```

```
__imp__glewLinkProgram referenced in function "public: void __thiscall
Upp::GLProgram::Create(char const *,char const *,struct Upp::Tuple2<i
nt,char const *> *,int)"
(?Create@GLProgram@Upp@@QAEXPBD0PAU?$Tuple2@HPBD@2@H@Z)
GLDraw.lib(GLShaders.obj) : error LNK2019: unresolved external symbol
__imp__glewBindAttribLocation referenced in function "public: void __thiscall
Upp::GLProgram::Create(char const *,char const *,struct Upp::T
uple2<int,char const *> *,int)"
(?Create@GLProgram@Upp@@QAEXPBD0PAU?$Tuple2@HPBD@2@H@Z)
GLDraw.lib(GLShaders.obj) : error LNK2019: unresolved external symbol
__imp__glewAttachShader referenced in function "public: void __thiscall
Upp::GLProgram::Create(char const *,char const *,struct Upp::Tuple2<
int,char const *> *,int)"
(?Create@GLProgram@Upp@@QAEXPBD0PAU?$Tuple2@HPBD@2@H@Z)
GLDraw.lib(GLShaders.obj) : error LNK2019: unresolved external symbol
__imp__glewCreateProgram referenced in function "public: void __thiscall
Upp::GLProgram::Create(char const *,char const *,struct Upp::Tuple2
<int,char const *> *,int)"
(?Create@GLProgram@Upp@@QAEXPBD0PAU?$Tuple2@HPBD@2@H@Z)
C:\upp\out\reference\MSC9.Gui.Sse2\GLDrawDemo.exe : fatal error LNK1120: 21 unresolved
externals
```

There were errors. (0:04.78)

Can someone help me with this?

Best regards,

Tom
