
Subject: gui in dll does not compile

Posted by [aftershock](#) on Mon, 01 Sep 2014 11:09:07 GMT

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Hi,

I have a simple dll... I thought I would put the gui there

```
#include <CtrlLib/CtrlLib.h>
#include <windows.h>
#include "ultimatewindll.h"
```

```
using namespace Upp;
```

```
BOOL APIENTRY DllMain(HANDLE hModule, DWORD reason, LPVOID lpReserved)
{
    switch (reason) {
        case DLL_PROCESS_ATTACH:
            break;
        case DLL_PROCESS_DETACH:
            break;
        case DLL_THREAD_ATTACH:
            break;
        case DLL_THREAD_DETACH:
            break;
    }
    return TRUE;
}
```

```
DllExport void PromptOK2(char * Str)
{
    PromptOK("Hello world");
}
```

When I compile

```
----- ultimatewindll ( DLL SSE2 GUI MAIN MSC9 WIN32 MSC ) (8 /
```

```
cd d:\m\upp\ultimatewindll
```

```
Linking...
```

```
link -nologo -machine:I386 -pdb:"
```

```
d:\upp4_6_2014\out\MyApps\MSC9.Dll.Gui.Sse2\ultimatewindll.p db "
```

```
-out:"d:\upp4_6_2014\out\MyApps\MSC9.Dll.Gui.Sse2\ultimatewi
```

```
ndll.dll" -incremental:no -release -OPT:REF,ICF -subsystem:windows -DLL
```

```
-LIBPATH:"C:\Program Files (x86)\Microsoft Visual Studio 9.0\vc\lib" -LIBPATH:"C:\Pro
```

```
gram Files\Microsoft SDKs\Windows\v7.0\Lib" "
d:\upp4_6_2014\out\MyApps\ultimatewindll\MSC9.Dll.Gui.Main.S se2\ultimatewindll.obj "
"d:\upp4_6_2014\ou
t\MyApps\CtrlCore\MSC9.Dll.Gui.Sse2\CtrlCore.obj" "C:\Program Files\Microsoft
SDKs\Windows\v7.0\Lib\advapi32.lib" "C:\Program Files\Microsoft SDKs\Windows\v7
.0\Lib\comdlg32.lib" "C:\Program Files\Microsoft SDKs\Windows\v7.0\Lib\comctl32.lib"
"C:\Program Files\Microsoft SDKs\Windows\v7.0\Lib\user32.lib" "C:\Progra
m Files\Microsoft SDKs\Windows\v7.0\Lib\gdi32.lib" "
d:\upp4_6_2014\out\MyApps\CtrlCore\MSC9.Dll.Gui.Sse2\CtrlCor e.lib " "C:\Program
Files\Microsoft SDKs\Windo
ws\v7.0\Lib\user32.lib" "C:\Program Files\Microsoft SDKs\Windows\v7.0\Lib\gdi32.lib"
"d:\upp4_6_2014\out\MyApps\Draw\MSC9.Dll.Gui.Sse2\Draw.lib" "d:\upp4_6_2
014\out\MyApps\plugin\bmp\MSC9.Dll.Gui.Sse2\BmpReg.obj" "
d:\upp4_6_2014\out\MyApps\plugin\bmp\MSC9.Dll.Gui.Sse2\bmp.l ib" "
"d:\upp4_6_2014\out\MyApps\RichText\
MSC9.Dll.Gui.Sse2\RichImage.obj" "
d:\upp4_6_2014\out\MyApps\RichText\MSC9.Dll.Gui.Sse2\RichTex t.lib " "C:\Program
Files\Microsoft SDKs\Windows\v7.0\Lib\kernel
32.lib" "C:\Program Files\Microsoft SDKs\Windows\v7.0\Lib\user32.lib" "C:\Program
Files\Microsoft SDKs\Windows\v7.0\Lib\ws2_32.lib" "C:\Program Files\Microso
ft SDKs\Windows\v7.0\Lib\advapi32.lib" "C:\Program Files\Microsoft
SDKs\Windows\v7.0\Lib\shell32.lib" "C:\Program Files\Microsoft SDKs\Windows\v7.0\Lib\winmm
.lib" "C:\Program Files\Microsoft SDKs\Windows\v7.0\Lib\mpr.lib"
"d:\upp4_6_2014\out\MyApps\Core\MSC9.Dll.Gui.Sse2\Core.lib"
"d:\upp4_6_2014\out\MyApps\plugi
n\z\MSC9.Dll.Gui.Sse2\z.lib" " d:\upp4_6_2014\out\MyApps\plugin\png\MSC9.Dll.Gui.Sse2\pngre
g.obj " "d:\upp4_6_2014\out\MyApps\plugin\png\MSC9.Dll.Gui.Sse2\png.
lib" "C:\Program Files\Microsoft SDKs\Windows\v7.0\Lib\kernel32.lib" "C:\Program Files\Microsoft
SDKs\Windows\v7.0\Lib\user32.lib" "C:\Program Files\Microsof
t SDKs\Windows\v7.0\Lib\advapi32.lib" "C:\Program Files\Microsoft
SDKs\Windows\v7.0\Lib\shell32.lib" "C:\Program Files\Microsoft SDKs\Windows\v7.0\Lib\winmm.
lib"
```

```
Creating library d:\upp4_6_2014\out\MyApps\MSC9.Dll.Gui.Sse2\ultimatewindll.l ib and object
d:\upp4_6_2014\out\MyApps\MSC9.Dll.Gui.Sse2\ultimatewindll.e xp
ultimatewindll.obj : error LNK2019: unresolved external symbol "void __cdecl
Upp::PromptOK(char const *)" (?PromptOK@Upp@@@YAXPBD@Z) referenced in function _P
romptOK2
d:\upp4_6_2014\out\MyApps\MSC9.Dll.Gui.Sse2\ultimatewindll.d ll : fatal error LNK1120: 1
unresolved externals
```

I get unresolved external..
I guess it could be a bug....
Or can you tell me how to resolve this?

A.