
Subject: problems with plugin/jpg

Posted by [fallingdutch](#) on Thu, 03 Aug 2006 06:13:30 GMT

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Hi all,

I have started a new console application and added plugin/jpg, wich also adds Draw, so there are 3 Packages added to my Application:

- Core
- Draw
- plugin/jpg

when i compiling Draw I get a lot of errors but when i compile the reference ImageDraw i wont get any errors at all.

So i guess I need just another Package ... Image doesnt do the trick.

Any Ideas? Or is it impossible to use images in console apps?

thanks for your help,
Bas

PS: some errors (not all, because 1st to many 2nd copy and paste doesnt work with thelde and firefox)

Draw/Draw.cpp:39: undefinde reference to Image::PaintImage(Draw&, Rect_<int> const&, Rect_<int> const&, int) const

Draw/Draw.cpp:45: undefinde reference to Image::PaintImage(Draw&, Rect_<int> const&, Rect_<int> const&, Color, Color, Color) const

[...]

Draw/Draw.cpp:246: undefined reference to Draw::Draw()

[...]
