Subject: Re: Basic package requirements
Posted by Novo on Mon, 01 Jun 2015 04:02:10 GMT
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sixstringking wrote on Fri, 29 May 2015 18:08Hello All,

I am brand new to Ultimate++. Starting with a new, empty package, I'm trying to build of the 'Hello World' example from the help file.
I've managed to eliminate most of the unresolved externals by adding the Core, CtrlCore, and CtrlLib packages, but the linker still can't find "_main":

LIBCMTD.lib(crt0.obj): error LNK2019: unresolved external symbol _main referenced in function __tmainCRTStartup

What package do I have to include to get _main? (I'm working in Cygwin/MinGW on a 64 bit Windows machine, if it matters.)

Thanking you all in advance.
Jeff

You need to add code below to one of your cpp-files.

```
#include <Core/Core.h>
CONSOLE_APP_MAIN
{
}
```


sixstringking wrote on Fri, 29 May 2015 18:08Hello All,
(By the way, sure would be nice if the IDE would allow me to copy build error messages to the clipboard rather than having to type them by hand.)

Take a look at several icons in the right-down corner (you can also try to press ESC button several times to open/close this panel). One of the icons is called "Console". Click on it. This is probably what you are looking for.

Another useful thing is a check-box Setup --> "Be Verbose".

Hope this helps.