
Subject: Re: Usage of Iml image data leads to linker error

Posted by [mirek](#) on Sat, 14 Nov 2015 16:07:23 GMT

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SevenOfNine wrote on Sat, 14 November 2015 14:30I assume it is a simple error on my side but ok.

If I draw an image with the image designer and want to access the image e.g. to draw it on the application window the compiler compiles it but the linker reported, that he does not find the reference: "Nicht definierter Verweis auf 'SmallIconImg::Get(int)'" means "Not defined reference on 'SmallIconImg::Get(int)'"

The main stuff of the programm is:

```
#define IMAGECLASS SmallIconImg
#define IMAGEFILE <DrawApp/SmallIcon.iml>
#include <Draw/iml_header.h>
```

and

```
void DrawApp::Paint(Draw& w)
{
    w.DrawRect(GetSize(), SColorFace());
    w.DrawImage(50, 50, SmallIconImg::Point());
}
```

I use the example from ...[www.ultimatepp.org/srcdoc\\$Draw\\$ImlTutorial\\$en-us....](http://www.ultimatepp.org/srcdoc$Draw$ImlTutorial$en-us....) as template.

So

I do not know, what I forgot to add.

Has anybody an idea about my mistake?

Can you help me?

Seven

Most likely "iml_source.h" include.

"iml_header.h" creates just declarations and is supposed to be in header. Real data are "inserted" by

```
#define IMAGECLASS SmallIconImg
#define IMAGEFILE <DrawApp/SmallIcon.iml>
#include <Draw/iml_source.h>
```

which should be in some .cpp file.
