Subject: Console app in need of the Image and ImageBuffer classes....
Posted by ptkacz on Mon, 22 May 2017 00:57:37 GMT
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Hi Guys,

I beginning the creation of a console app that needs use of the Image and ImageBuffer classes.
To make the use of these classes, I've specified the following, but still get a linker error:

```
#include <Core/Core.h>
#include <CtrlLib/CtrlLib.h>
#include <Painter/Painter.h>

using namespace Upp;

CONSOLE_APP_MAIN
{
 Image img;
 ImageBuffer ib;
}
```

I've also on the left imported (i.e. add package), CtrlCore, Draw, and Painter. Linking fails with the following:

```
Ctrlib/Gtk.cpp, line 29:
    undefined reference to 'gtk_file_chooser_dialog_new'
...
...
...
```

What's missing? The console app only needs the use of the two class libraries.

Peter