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Subject: Re: CreateSymbolicLink doesn't compile using MinGW

Posted by [Klugier](#) on Tue, 26 Dec 2017 16:57:22 GMT

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Hello,

The compilation error occurred, because you are trying to use WinAPI without including header appropriate header. In your case it is winbase.h. Please notice that by including Core.h system header is never inherit. Core library must work in multi-platform environment, so doing such a thing would be bad.

Moreover when you decide to use CreateSymbolicLink your application will not compile on other platforms such as Linux without modification or writing ifdef blocks.

As far as I know U++ doesn't offer support for SymLink, but i might be wrong.

Sincerely,  
Klugier

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