
Subject: Can't compile console application with MS C++ Toolkit

Posted by [mr_ped](#) on Tue, 22 Nov 2005 21:14:01 GMT

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Hello all,

I'm trying out Ultimate++ release 511, I choosed to create new package from something like "console (no U++)" template, and compile it with MS C++ toolkit.

It will fail due to this problem:

LIBCD.lib(wincrt0.obj) : error LNK2019: unresolved external symbol _WinMain@16 referenced in function _WinMainCRTStartup

This is because the executable is linked with
"-subsystem:windows"
option, while it should be linked with "-subsystem:console" option.

I know how to make it work in command line (sorry, I didn't bother to try if this is the only problem, and linking process is really succesfull after this change, so maybe there is more to do), but I don't know how to change this option in Ultimate++ IDE!

I checked some basic menus like Setup/Build methods and Build/Output mode, where I would expect the ability to change all options (like the Visual Studio has it in project properties), but I can't find a way to change this behaviour from IDE menu.

I didn't read any manuals yet, so I don't know if I can change this behaviour by editing some .ini files or something like that...

I just wished to try the IDE out, and use it for some simple console applications to produce some text files with numeric tables... so far it *looks* neat, but doesn't work for me.

I'm looking forward to try the IDE in action, hopefully someone will know how to fix this problem.

P.S.

I can't switch off this board from turning "_WinMain@16" into clickable e-mail automatically...
heh...