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Subject: Does any one compile successfully on cygwin?  
Posted by [andywang](#) on Thu, 31 Aug 2006 02:11:04 GMT  
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Hi, all!

I try to compile on cygwin. First I met a problem that told me c++ can not run (no path or process wrong). then I found it maybe a problem that excute c++ in Windows cmd window will failed (that maybe a bug to cygwin.)

Then I try to setup->build mothod->"compiler name", change it to g++. continue compiling.., log will show "There are errors" but no error msg. after I try 3-5 times, it will pass!(what a problem! maybe cygwin's bug too.)

Then finally, all of the file compiled, in linkage, it failed:

```
----- AnimatedHello ( GUI MAIN GCC DEBUG DEBUG_FULL BLITZ WIN32 ) (9 / 9)
Hello.cpp
AnimatedHello: 1 file(s) built in (0:04.07), 4078 msecs / file, duration = 4078 msecs
Linking...
C:/upp/out/plugin/png/MINGW.Debug_full.Gui/pngupp.o: In function
`_ZNK6VectorIPvE8IsPickedEv':
C:/upp/uppsrc/Core/Topt.h:(.text+0xd): undefined reference to `__imp__png_get_io_ptr'
C:/upp/uppsrc/Core/Topt.h:(.text+0x42): undefined reference to `__imp__png_error'
C:/upp/out/plugin/png/MINGW.Debug_full.Gui/pngupp.o: In function
`_Z16png_write_streamP14png_struct_defPhj':
C:/upp/uppsrc/plugin/png/pngupp.cpp:15: undefined reference to `__imp__png_get_io_ptr'
```

I met that problems before, it is because using static compile, all of the name in \*.o is \_png\_get\_io\_ptr etc, but because the upp is cross-platform, the header file will expose global function with " \_cdecl \_export " on windows, which will mingle the name with \_imp\_\_ in hello.o. The solution is ugly, just hide the \_cdecl\_export in header file. It just happened in static-link. There maybe some elegant method to solve it, I am glad to hear.

Does any one compile the upp successfully in cygwin? I am very appreciate to hear the setting and process.

Thanks in advance.

BTW, next step. I will try compile in shared library.

andy

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