Subject: The SDL Example in Win32
Posted by razvan on Fri, 13 Oct 2006 04:13:05 GMT
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Hi, I tried to compile the SDL example from U++ R605 in Win32, using both MSC8 and MinGW. In MSC8 I needed to use shared libs.
After that:
- MSC8 successfully compiled the application
- MinGW complains about:
d:\upp\mingw\lib\libmingw32.a(main.o):main.c:(.text+0x106): undefined reference to `WinMain@16'
and I needed to add:
int APIENTRY WinMain(HINSTANCE hInstance, HINSTANCE, LPSTR lpCmdLine, int nCmdShow){return main(0,NULL);}

I think a whole class of applications can be affected by this fact (when trying to compile a command line application with Win32 libs or startup code). Maybe the CONSOLE_APP_MAIN macro should take care about it or there is a compiler flag to setup?