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Subject: link libraries missing on link command ( no -l )  
Posted by [polydev](#) on Tue, 27 Dec 2022 12:59:19 GMT  
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I am trying to build a simple SFML example.

So no UPP on this.

SFML is under D:\sfml and build of static libs are under D:\sfml\build\lib

Assembly is uppdev with only D:\upp;D:\sfml as nests.

I have a main package named lab01 under D:\upp\lab0

I have added D:\sfml\build\lib as lib path under build methods.

I have added sfml-window-s, sfml-main, sfml-graphics-s under project/Package Organizer ( tried with and without a when option )

I have added PROTOTYPE under project/Main Package Configuration.

Compilation is OK but link fails as the -l option with libraries names is missing. Only -L is present:  
Here is build log :

```
---- lab01 ( PROTOTYPE MAIN CLANG DEBUG DEBUG_FULL BLITZ WIN32 )
cd D:\upp\lab01
lab01.cpp
c++ -c -I"D:\upp" -I"D:\sfml" -I"D:\sfml\build\lib" -I"D:\sfml\include" -I"D:\sfml\examples\include"
-I"D:/out/uppdev/lab01/CLANGx64.Debug.Debug_Full.Main.Prototype" -DflagPROTOTYPE
-DflagMAIN -DflagCLANG -DflagDEBUG -DflagDEBUG_FULL -DflagBLITZ -DflagWIN32
-gcodeview -fno-limit-debug-info -g2 -static -fexceptions -D_DEBUG -x c++ -std=c++17
"D:\upp\lab01\lab01.cp
p" -o "D:/out/uppdev/lab01/CLANGx64.Debug.Debug_Full.Main.Prototype\lab01.o"
compiled in (0:00.01)
C:\tools\upp\bin\clang\bin\c++.exe -c -I"D:\upp" -I"D:\sfml" -I"D:\sfml\build\lib" -I"D:\sfml\include"
-I"D:\sfml\examples\include"
-I"D:/out/uppdev/lab01/CLANGx64.Debug.Debug_Full.Main.Prototype" -DflagPROTOTYPE
-DflagMAIN -DflagCLANG -DflagDEBUG -DflagDEBUG_FULL -DflagBLITZ -DflagWIN32
-gcodeview -fno-limit-debug-info -g2 -static -fexceptions -D_DEBUG -x c++ -s
td=c++17 "D:\upp\lab01\lab01.cpp" -o
"D:/out/uppdev/lab01/CLANGx64.Debug.Debug_Full.Main.Prototype\lab01.o"
lab01: 1 file(s) built in (0:01.01), 1016 msecs / file
Linking...
c++ -static -mthreads -mconsole -o
"D:\out\uppdev\CLANGx64.Debug.Debug_Full.Prototype\lab01.exe" -WL,-pdb= -L"D:\sfml\build\lib"
-WL,--stack,20000000
"D:/out/uppdev/lab01/CLANGx64.Debug.Debug_Full.Main.Prototype\lab01.o" -WL,--start-group
-WL,--end-group
ld.lld: error: undefined symbol: __declspec(dllimport)
sf::VideoMode::VideoMode(sf::Vector2<unsigned int> const&, unsigned int)
```

```

>>> referenced by D:\upp\lab01\lab01.cpp:33
>>>      D:/out/uppdev/lab01/CLANGx64.Debug.Debug_Full.Main.Prototype\lab01.o:(main)

ld.lld: error: undefined symbol: __declspec(dllimport) sf::String::String(char const*, std::__1::locale
const&)
>>> referenced by D:\upp\lab01\lab01.cpp:33
>>>      D:/out/uppdev/lab01/CLANGx64.Debug.Debug_Full.Main.Prototype\lab01.o:(main)

ld.lld: error: undefined symbol: __declspec(dllimport) sf::Window::Window(sf::VideoMode,
sf::String const&, unsigned int, sf::ContextSettings const&)
>>> referenced by D:\upp\lab01\lab01.cpp:33
>>>      D:/out/uppdev/lab01/CLANGx64.Debug.Debug_Full.Main.Prototype\lab01.o:(main)

ld.lld: error: undefined symbol: __declspec(dllimport) sf::Window::setActive(bool) const
>>> referenced by D:\upp\lab01\lab01.cpp:36
>>>      D:/out/uppdev/lab01/CLANGx64.Debug.Debug_Full.Main.Prototype\lab01.o:(main)

ld.lld: error: undefined symbol: __declspec(dllimport) sf::Window::~~Window()
>>> referenced by D:\upp\lab01\lab01.cpp:188
>>>      D:/out/uppdev/lab01/CLANGx64.Debug.Debug_Full.Main.Prototype\lab01.o:(main)
>>> referenced by D:\upp\lab01\lab01.cpp:188
>>>      D:/out/uppdev/lab01/CLANGx64.Debug.Debug_Full.Main.Prototype\lab01.o:(main)

ld.lld: error: undefined symbol: __declspec(dllimport) sf::Context::getFunction(char const*)
>>> referenced by D:\upp\lab01\lab01.cpp:46
>>>      D:/out/uppdev/lab01/CLANGx64.Debug.Debug_Full.Main.Prototype\lab01.o:(main)

ld.lld: error: undefined symbol: __declspec(dllimport) sf::WindowBase::getSize() const
>>> referenced by D:\upp\lab01\lab01.cpp:66
>>>      D:/out/uppdev/lab01/CLANGx64.Debug.Debug_Full.Main.Prototype\lab01.o:(main)
>>> referenced by D:\upp\lab01\lab01.cpp:66
>>>      D:/out/uppdev/lab01/CLANGx64.Debug.Debug_Full.Main.Prototype\lab01.o:(main)
>>> referenced by D:\upp\lab01\lab01.cpp:71
>>>      D:/out/uppdev/lab01/CLANGx64.Debug.Debug_Full.Main.Prototype\lab01.o:(main)
>>> referenced 1 more times

ld.lld: error: undefined symbol: __declspec(dllimport) sf::Clock::Clock()
>>> referenced by D:\upp\lab01\lab01.cpp:138
>>>      D:/out/uppdev/lab01/CLANGx64.Debug.Debug_Full.Main.Prototype\lab01.o:(main)

ld.lld: error: undefined symbol: __declspec(dllimport) sf::WindowBase::isOpen() const
>>> referenced by D:\upp\lab01\lab01.cpp:141
>>>      D:/out/uppdev/lab01/CLANGx64.Debug.Debug_Full.Main.Prototype\lab01.o:(main)

ld.lld: error: undefined symbol: __declspec(dllimport) sf::WindowBase::pollEvent(sf::Event&)
>>> referenced by D:\upp\lab01\lab01.cpp:144
>>>      D:/out/uppdev/lab01/CLANGx64.Debug.Debug_Full.Main.Prototype\lab01.o:(main)

```

```

ld.lld: error: undefined symbol: __declspec(dllimport) sf::Window::close()
>>> referenced by D:\upp\lab01\lab01.cpp:148
>>>      D:/out/uppdev/lab01/CLANGx64.Debug.Debug_Full.Main.Prototype\lab01.o:(main)
>>> referenced by D:\upp\lab01\lab01.cpp:152
>>>      D:/out/uppdev/lab01/CLANGx64.Debug.Debug_Full.Main.Prototype\lab01.o:(main)

ld.lld: error: undefined symbol: __declspec(dllimport) sf::Clock::getElapsedTime() const
>>> referenced by D:\upp\lab01\lab01.cpp:176
>>>      D:/out/uppdev/lab01/CLANGx64.Debug.Debug_Full.Main.Prototype\lab01.o:(main)
>>> referenced by D:\upp\lab01\lab01.cpp:177
>>>      D:/out/uppdev/lab01/CLANGx64.Debug.Debug_Full.Main.Prototype\lab01.o:(main)
>>> referenced by D:\upp\lab01\lab01.cpp:178
>>>      D:/out/uppdev/lab01/CLANGx64.Debug.Debug_Full.Main.Prototype\lab01.o:(main)

ld.lld: error: undefined symbol: __declspec(dllimport) sf::Window::display()
>>> referenced by D:\upp\lab01\lab01.cpp:184
>>>      D:/out/uppdev/lab01/CLANGx64.Debug.Debug_Full.Main.Prototype\lab01.o:(main)
clang-14: error: linker command failed with exit code 1 (use -v to see invocation)
C:\tools\upp\bin\clang\bin\c++.exe -static -mthreads -mconsole -o
"D:\out\uppdev\CLANGx64.Debug.Debug_Full.Prototype\lab01.exe" -Wl,-pdb= -L"D:\SFML\build\lib"
-Wl,--stack,20000000
"D:/out/uppdev/lab01/CLANGx64.Debug.Debug_Full.Main.Prototype\lab01.o" -Wl,--start-group
-Wl,--end-group
Error executing C:\tools\upp\bin\clang\bin\c++.exe -static -mthreads -mconsole -o
"D:\out\uppdev\CLANGx64.Debug.Debug_Full.Prototype\lab01.exe" -Wl,-pdb= -L"D:\SFML\build\lib"
-Wl,--stack,20000000
"D:/out/uppdev/lab01/CLANGx64.Debug.Debug_Full.Main.Prototype\lab01.o" -Wl,--start-group
-Wl,--end-group
Exitcode: 1

```

There were errors. (0:01.12)

Also as a minor thing -Wl shows up twice one by itself and once in a --start-group .. --end-group construct.

Thanks for help.

Paul