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Subject: Error building upp on Ventura

Posted by [Maelcum](#) on Wed, 06 Dec 2023 19:44:29 GMT

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Hi,

I'm trying to build the latest version on Ventura but it fails with the following error(s):

ld: Undefined symbols:

```
Upp::PNGEncoder::PNGEncoder(int, Upp::ImageKind, bool), referenced from:
  GccBuilder::CocoaAppBundle() in Builders.a[9](Cocoa.o)
Upp::PNGEncoder::~~PNGEncoder(), referenced from:
  GccBuilder::CocoaAppBundle() in Builders.a[9](Cocoa.o)
  GccBuilder::CocoaAppBundle() in Builders.a[9](Cocoa.o)
Upp::StreamRaster::LoadFileAny(char const*, Upp::Function<bool (int, int)>), referenced from:
  GccBuilder::CocoaAppBundle() in Builders.a[9](Cocoa.o)
Upp::StreamRasterEncoder::SaveFile(char const*, Upp::Image const&), referenced from:
  GccBuilder::CocoaAppBundle() in Builders.a[9](Cocoa.o)
Upp::PNGRaster__initializer(), referenced from:
  __GLOBAL__sub_I_Cocoa.cpp in Builders.a[9](Cocoa.o)
Upp::Image::Image(Upp::Image const&), referenced from:
  GccBuilder::CocoaAppBundle() in Builders.a[9](Cocoa.o)
  GccBuilder::CocoaAppBundle() in Builders.a[9](Cocoa.o)
Upp::Image::~~Image(), referenced from:
  GccBuilder::CocoaAppBundle() in Builders.a[9](Cocoa.o)
  GccBuilder::CocoaAppBundle() in Builders.a[9](Cocoa.o)
  GccBuilder::CocoaAppBundle() in Builders.a[9](Cocoa.o)
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  GccBuilder::CocoaAppBundle() in Builders.a[9](Cocoa.o)
  ...
Upp::Image::operator=(Upp::Image const&), referenced from:
  GccBuilder::CocoaAppBundle() in Builders.a[9](Cocoa.o)
Upp::Rescale(Upp::Image const&, int, int, Upp::Function<bool (int, int)>), referenced from:
  GccBuilder::CocoaAppBundle() in Builders.a[9](Cocoa.o)
clang: error: linker command failed with exit code 1 (use -v to see invocation)
make: *** [umk] Error 1
./umk ./uppsrc ide CLANG -brs ./theide
./install: line 106: ./umk: No such file or directory
./install: line 107: ./umk: No such file or directory
Something went wrong.
Please notify developers.
```

I'm using brew and I have libpng installed.

Any advice?

Thanks in advance,  
M

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