
Subject: Re: Upp 611-dev4 released
Posted by [lundman](#) on Tue, 05 Dec 2006 09:45:25 GMT
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luzr wrote on Tue, 05 December 2006 18:05

BTW, maybe we should call this platform as OSX11, because this is not "real" MacOS X... What do you think?

Yeah I can do.. once I know what to do, including the patches needed for code generation, I will do it again in a clean tree, and send you a diff in the hopes that it will be accepted.

```
/usr/bin/ld: Undefined symbols:
TTFReader::TTFStream::operator%(int&)
TTFReader::TTFStream::operator%(unsigned int&)
TTFReader::TTFStream::operator%(short&)
TTFReader::TTFStream::operator%(unsigned short&)
FreeDll(void*)
LoadDll(String&, char const* const*, void* const*)
vtable for BMPEncoder
DumpLanguage(int)
DumpAlign(int)
DumpColor(Color)
collect2: ld returned 1 exit status
```

Ok, TTFStream was in a "#ifdef CPU_LE" which I'm currently just commenting out (using LE version will at least compile even if the code wont work)

The LoadDll and FreeDll.. Don't know, commenting out the calls in dli.h made it go away. The DumpLanguage etc references were all in the same .cpp file, which probably should have #if DEBUG around them, not sure.. but I could get around that to.

The only one not solved is:

```
vtable for BMPEncoder
```

Why only that one, PNGEncoder compiles.. tried defining an empty ~BMPEncoder method, but no difference.