Subject: Undefined symbols: Display::Paint()
Posted by lundman on Thu, 07 Dec 2006 03:10:18 GMT
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OsX IDE, 6011dev4. When compiling our application that works with 602 and 605 on NetBSD and Windows, I am getting a new problem of which I am uncertain as to how to fix.

Misc.h:

```
class RowDisplay : public Display{
	Color fore;
	Color back;
public:
  void SetColors(Color f, Color b);
  void Paint(Draw& w, const Rect& r, const Value& value,Color ink, Color paper,
dword s) const;
  void PaintBackground(Draw& w, const Rect& r, const Value& value,Color ink, Col
or paper, dword s) const;
};
```

Misc.cpp

```
  void RowDisplay::Paint(Draw& w, const Rect& r, const Value& value,
          Color ink, Color paper, dword s) const
  {
    Display::Paint(w, r, value, fore, back, s);
  }
  void RowDisplay::PaintBackground(Draw& w, const Rect& r, const Value& value,
          Color ink, Color paper, dword s) const
  {
    Display::PaintBackground(w, r, value, fore, back, s);
  }
```

Will result in:

```
/usr/bin/ld: Undefined symbols:
Display::Paint(Draw&, Rect_<int> const&, Value const&, Color, Color, unsigned int) const
```

Note that the identical code calling PaintBackground works just fine. This is the only error, if I comment out Display::Paint line, it links and runs. But hard to use as it does not paint the lines correctly.

Draw/Display.h

```
	virtual void PaintBackground(Draw& w, const Rect& r, const Value& q,
```

```
                                Color ink, Color paper, dword style) const;
    virtual void Paint(Draw& w, const Rect& r, const Value& q,
                       Color ink, Color paper, dword style) const = 0;
```

Draw/Display.h defines both the same, except ::Paint has "= 0" at the end. (But no difference if I take that out).

Any clues?

Is the Rect_<int> causing the issue?

Lund
