
Subject: missing sqrt and log from Core/Util.h
Posted by [ebojd](#) on Sun, 11 Feb 2007 19:35:15 GMT
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I have a small C library with an associated test-suite that I am trying to get compiled in U++.

To drive the test-suite I placed all my standard automated test code in functions and wrapped the non U++ main routines in #define's. Now when I set up a u++ package as a console U++ app, all the old C library code I get errors in Core/Util.h that it cannot find the sqrt or log math functions. This happens before any of my own code is compiled. The "C" library does a lot of data processing and does call sqrt.

I figure that this is probably a SPE (stupid programming error), but any suggestions would be appreciated. Should a U++ Console app include more than the Core package to compile gain access to the math functions?
