
Subject: Unable to compile with Irrlicht

Posted by [juenvalj](#) on Mon, 14 May 2007 17:23:18 GMT

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Hi,

I'm not sure where to put this message so I put it here.

The problem is that when I try to compile hello world example from here

http://irrlicht.sourceforge.net/tut_devcpp.html

I get this error message:

```
----- RallyGame ( MAIN GCC DEBUG DEBUG_FULL BLITZ WIN32 )
```

```
Linking...
```

```
(option '-O 2' ignored)
```

```
__main: duplicate
```

```
-> used: libmingw32.a:gccmain.o:1
```

```
-> discarded: libgcc.a:__main.o:1
```

```
1 undefined symbol(s):
```

```
__imp__ZN3irr12createDeviceENS_5video13E_DRIVER_TYPEEERKNS_4core11dimension2dliE  
EjbbbPNS_14IEventReceiverEPKc (referenced from c:\upp\out\
```

```
rallygame\mingw.debug_full.main\helloworld.o:1; _main;
```

```
__static_initialization_and_destruction_0(int, int); __static_initialization_and  
d_destruction_0(int, int); ...)
```

```
linking aborted due to fatal errors
```

```
collect2: ld returned 1 exit status
```

There were errors. (0:02.38)

I added E:\irrlicht-1.3\include to include and E:\irrlicht-1.3\lib\Win32-gcc to lib, there already is mingw\lib and \include.

Is the solution to use libgcc.a instead of libmingw32.a and how to accomplish this?
