Subject: linking problems
Posted by alt3r on Tue, 29 May 2007 15:38:38 GMT
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hi all.
I'll try to explain my problem the best i can:
I've installed include and libs for 'open scene graph' (a 3d API development kit) and i have token one of the example files and put
in the 'MyApp' folder in the IDE directory.
But it does not compile.
It is strange since if I compile the example from its folder using makefile it compiles fine.

I hope the following helps...thx

----- osg_game (CONSOLE MAIN GCC DEBUG SHARED DEBUG_FULL LINUX)
main.cpp
osg_game: 1 file(s) built in (0:04.49), 4496 msecs / file, duration = 4500 msecs
Linking...
/home/sacha/upp/out/osg_game/sacha.Console.Debug_full.Main.N oblitz.Shared/main.o: In function `main':
/home/sacha/upp/MyApps/osg_game/main.cpp:21: undefined reference to `osg::ArgumentParser::ArgumentParser(int*, char**)'
/home/sacha/upp/MyApps/osg_game/main.cpp:24: undefined reference to `osg::ArgumentParser::getApplicationName() const'
/home/sacha/upp/MyApps/osg_game/main.cpp:25: undefined reference to `osg::ArgumentParser::getApplicationName() const'
/home/sacha/upp/MyApps/osg_game/main.cpp:26: undefined reference to `osg::ArgumentParser::getApplicationName() const'
/home/sacha/upp/MyApps/osg_game/main.cpp:27: undefined reference to `osg::ApplicationUsage::addCommandLineOption(std::basic_stri ng <char, st
d::char_traits<char>, std::allocator<char> > const&, std::basic_string<char, std::char_traits<char>, std::allocator<char> > const&, std
::basic_string<char, std::char_traits<char>, std::allocator<char> > const&)'
[...]
etc...
[...]
/home/sacha/upp/out/osg_game/sacha.Console.Debug_full.Main.N oblitz.Shared/main.o: In function `Optimizer':
/usr/include/osgUtil/Optimizer:65: undefined reference to `vtable for osgUtil::Optimizer'
/home/sacha/upp/out/osg_game/sacha.Console.Debug_full.Main.N oblitz.Shared/main.o: In function `~Optimizer':
/usr/include/osgUtil/Optimizer:66: undefined reference to `vtable for osgUtil::Optimizer'
collect2: ld returned 1 exit status

There were errors. (0:04.73)