Subject: Linking error with imagefile
Posted by GiuMar on Tue, 23 Aug 2022 16:07:34 GMT
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Hi all,

I'm a very beginner with UPP. I started to write a simple app, while adding some icons to a toolbar I get the following error message by the linker:

 (): Linking has failed
 (): ld.lld: error: undefined symbol: ImmaginiImg::Get(int)
C:\upp\MyApps\BasicCtrlLibApp\Immagini.iml (2): >>> referenced by
C:\upp\MyApps\BasicCtrlLibApp\Immagini.iml:2
 (): >>>
C:/upp/out/MyApps/BasicCtrlLibApp/CLANGx64.Debug.Debug_Full.Gui.Main\main.o:(ImmaginiImg::layers())
 (): clang-14: error: linker command failed with exit code 1 (use -v to see invocation)

I used just a simple Iml file with one icon and used the following code in my main.cpp file:

#include <CtrlLib/CtrlLib.h>

using namespace Upp;

#define IMAGECLASS ImmaginiImg
#define IMAGEFILE <BasicCtrlLibApp/Immagini.iml>
#include <Draw/iml_header.h>

If I try to use any standard icon coming from CtrlImg, It compiles without errors.

Does anybody can help?

Subject: Re: Linking error with imagefile
Posted by jjacksonRIAB on Fri, 26 Aug 2022 10:24:00 GMT
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IIRC

#include <Draw/iml_source.h>

goes in one and only one source file and

#include <Draw/iml_header.h>

goes in every header file. If all your code is in a single .cpp file you might want to do

#include <Draw/iml.h>

which will include both. I think your linker error is coming from the fact that you don't have the iml_source.h included which implements Get.

Subject: Re: Linking error with imagefile
Posted by GiuMar on Tue, 30 Aug 2022 17:13:40 GMT
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Thank you very much! :) :)

I did
#include <Draw/iml.h>
instead of
#include <Draw/iml_header.h>
and It works perfectly.