
Subject: An error occurred while building capturescreenDll in debug mode

Posted by [airmenn](#) on Thu, 14 Mar 2024 06:55:03 GMT

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Hi,

An error occurred while building capturescreenDll in debug mode:

```
() : Linking has failed
() : ld.lld: error: undefined symbol: Upp::NoMemoryLeaksCheck
() : >>> referenced by E:/RD_case/Upp/upp_17045/out/reference/Core/CLANGx64.Debug.D
ebug_Full.Dll.Gui/App.o:(.refptr._ZN3Upp18NoMemoryLeaksCheck E)
() : clang-14: error: linker command failed with exit code 1 (use -v to see invocation)
```

A search for NoMemoryLeaksCheck in all files yields the following results:

```
E:\RD_case\Upp\upp_17045\uppsrc\Core\App.cpp (537): extern bool NoMemoryLeaksCheck;
E:\RD_case\Upp\upp_17045\uppsrc\Core\App.cpp (538): NoMemoryLeaksCheck = true;
E:\RD_case\Upp\upp_17045\uppsrc\Core\heapdbg.cpp (228): bool NoMemoryLeaksCheck;
E:\RD_case\Upp\upp_17045\uppsrc\Core\heapdbg.cpp (232): if(PanicMode ||
NoMemoryLeaksCheck)
```