Subject: problems with plugin/jpg
Posted by fallingdutch on Thu, 03 Aug 2006 06:13:30 GMT

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Hi all,

I have started a new console application and added plugin/jpg, wich also adds Draw, so there are 3 Packages added to my Application:
- Core
- Draw
- plugin/jpg

when i compiling Draw I get a lot of errors but when i compile the reference ImageDraw i wont get any errors at all.

So i guess I need just another Package ... Image doesnt do the trick.

Any Ideas? Or is it impossible to use images in console apps?

thanks for your help,
Bas

PS: some errors (not all, because 1st to many 2nd copy and paste doesnt work with theIde and firefox)

Draw/Draw.cpp:39: undefinde reference to Image::PaintImage(Draw&, Rect_<int> const&, Rect_<int> const&, int) const
Draw/Draw.cpp:45: undefinde reference to Image::PaintImage(Draw&, Rect_<int> const&, Rect_<int> const&, Color, Color, Color) const
[...]
Draw/Draw.cpp:246: undefined reference to Draw::Draw()
[...]

Subject: Re: problems with plugin/jpg
Posted by mirek on Thu, 03 Aug 2006 11:18:52 GMT

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Ooops, correct, right at the moment, Draw and GUI is required to work with images. Something to fix I believe.

Mirek

Subject: Re: problems with plugin/jpg
Posted by fallingdutch on Thu, 03 Aug 2006 12:33:53 GMT

sigh ... already thought i was again to stupid to find a simple mistake

afair you need CtrlLib and arent able to use CtrlCore without CtrlLib (because of Errors with the keys)

Bas