Subject: Intresting action
Posted by Anonymous on Thu, 24 Aug 2006 07:28:35 GMT
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1:delecte all .o files in out,press F7
BLITZ: CppSQLite3.cpp main.cpp.....OK. (0:19.73)

2:press F7 again:
CppSQLite3.cpp
NetPath: 1 file(s) built in (0:01.90), 1903 msecs / file, duration = 1913 msecs
Linking...
(option '-O 2' ignored)
___main: duplicate
-> used: libmingw32.a:gccmain.o:1
-> discarded: libgcc.a:__main.o:1
1 undefined symbol(s):
_WinMain@16 (referenced from libmingw32.a:main.o:1; _main; .text)
linking aborted due to fatal errors
collect2: ld returned 1 exit status
There were errors. (0:02.59)

3:edit file main.cpp,press F7
main.cpp
NetPath: 1 file(s) built in (0:04.46), 4467 msecs / file, duration = 4477 msecs
Linking...
(option '-O 2' ignored)
___main: duplicate
-> used: libmingw32.a:gccmain.o:1
-> discarded: libgcc.a:__main.o:1
18 undefined symbol(s):
.....
There were errors. (0:05.23)

Any explanation?
upp-mingw-608-dev1

Subject: Re: Intresting action
Posted by mirek on Thu, 24 Aug 2006 14:04:37 GMT
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Sometimes BLITZ can hide errors in header arrangement. E.g.

file1.cpp:

#include <CtrlLib/CtrlLib.h>

....

file2.cpp

- missing #include

When compiled as single BLITZ block, missing header is second file problem is ignored (because it gets included in first file).

I guess this one is similar.

Mirek

Subject: Re: Intresting action
Posted by Anonymous on Thu, 24 Aug 2006 14:15:34 GMT
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luzr wrote on Thu, 24 August 2006 10:04Sometimes BLITZ can hide errors in header arrangement. E.g.

file1.cpp:

#include <CtrlLib/CtrlLib.h>

....

file2.cpp

- missing #include

When compiled as single BLITZ block, missing header is second file problem is ignored (because it gets included in first file).

I guess this one is similar.

Mirek

sorry,my fault,I fixed it just now,I didn't add a new package,just add all files to main package.
now I creat a new package name as SQLite.
everything is fine
