
Subject: Intresting action

Posted by [unknown user](#) 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 [unknown user](#) on Thu, 24 Aug 2006 14:15:34 GMT

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luzr wrote on Thu, 24 August 2006 10:04 Sometimes BLITZ can hide errors in header arrangement. E.g.

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```
#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
