
Subject: The SDL Example in Win32

Posted by [razvan](#) on Fri, 13 Oct 2006 04:13:05 GMT

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Hi, I tried to compile the SDL example from U++ R605 in Win32, using both MSC8 and MinGW. In MSC8 I needed to use shared libs.

After that:

- MSC8 successfully compiled the application

- MinGW complains about:

d:\upp\mingw\lib\libmingw32.a(main.o):main.c:(.text+0x106): undefined reference to
'WinMain@16'

and I needed to add:

```
int APIENTRY WinMain(HINSTANCE hInstance, HINSTANCE, LPSTR lpCmdLine, int  
nCmdShow){return main(0,NULL);}
```

I think a whole class of applications can be affected by this fact (when trying to compile a command line application with Win32 libs or startup code). Maybe the `CONSOLE_APP_MAIN` macro should take care about it or there is a compiler flag to setup?
