Subject: Undefined symbols: Display::Paint()
Posted by lundman on Thu, 07 Dec 2006 03:10:18 GMT
View Forum Message <> Reply to Message

OsX IDE, 6011dev4. When compiling our application that works with 602 and 605 on NetBSD and Windows, I am getting a new problem of which I am uncertain as to how to fix.

Misc.h:

```
class RowDisplay : public Display{
	Color fore;
	Color back;
public:
  void SetColors(Color f, Color b);
  void Paint(Draw& w, const Rect& r, const Value& value,Color ink, Color paper,
dword s) const;
  void PaintBackground(Draw& w, const Rect& r, const Value& value,Color ink, Col
or paper, dword s) const;
};
```

Misc.cpp

```
  void RowDisplay::Paint(Draw& w, const Rect& r, const Value& value,
          Color ink, Color paper, dword s) const
  {
    Display::Paint(w, r, value, fore, back, s);
  }
  void RowDisplay::PaintBackground(Draw& w, const Rect& r, const Value& value,
          Color ink, Color paper, dword s) const
  {
    Display::PaintBackground(w, r, value, fore, back, s);
  }
```

Will result in:

```
/usr/bin/ld: Undefined symbols:
Display::Paint(Draw&, Rect_<int> const&, Value const&, Color, Color, unsigned int) const
```

Note that the identical code calling PaintBackground works just fine. This is the only error, if I comment out Display::Paint line, it links and runs. But hard to use as it does not paint the lines correctly.

Draw/Display.h

```
	virtual void PaintBackground(Draw& w, const Rect& r, const Value& q,
```

```
                                Color ink, Color paper, dword style) const;
    virtual void Paint(Draw& w, const Rect& r, const Value& q,
                               Color ink, Color paper, dword style) const = 0;
```

Draw/Display.h defines both the same, except ::Paint has "= 0" at the end. (But no difference if I take that out).

Any clues?

Is the Rect_<int> causing the issue?

Lund

Subject: Re: Undefined symbols: Display::Paint()
Posted by mirek on Thu, 07 Dec 2006 04:12:04 GMT
View Forum Message <> Reply to Message

I believe this is already fixed (in 612dev1)

It was caused by adding alignment, which required to use specific class for StdDisplay, not Display. But that uncessarily broken compatibility and made Display unusuable, so I have returned original behaviour (Display::Paint is defined as StdDisplay().Paint...)

Mirek

Subject: Re: Undefined symbols: Display::Paint()
Posted by lundman on Thu, 07 Dec 2006 04:15:36 GMT
View Forum Message <> Reply to Message

So, wait for 611dev5 release? Or do you have a patch I can apply so I can compile and use our application

---

Subject: Re: Undefined symbols: Display::Paint()
Posted by lundman on Thu, 07 Dec 2006 06:01:54 GMT
View Forum Message <> Reply to Message

heh ok, THIS time I read what you said..

Guess I try the porting thing in 612dev1..

but hey, I'm getting good at it.

Subject: Re: Undefined symbols: Display::Paint()
Posted by lundman on Fri, 08 Dec 2006 02:51:25 GMT
View Forum Message <> Reply to Message

Confirmed fixed. Thanks.
