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Subject: Mixing C and C++ files (windows with MinGW compiler)

Posted by [malaugh](#) on Thu, 21 Jun 2007 17:44:06 GMT

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I am a newbie. Sorry for the basic questions.

If I make a program that calls some old C code from main.cpp in my Ultimate++ program, an get "undefined symbol" link errors.

I wrote test code shows my problem

----- main.cpp -----

```
void __cdecl GetHello(char *Text);
```

```
Hello::Hello()
```

```
{  
char HelloText[12];  
CtrlLayout(*this, "Window title");  
GetHello(HelloText);  
lblHello = HelloText;  
}
```

```
GUI_APP_MAIN
```

```
{  
Hello().Run();  
}
```

-----  
----- HelloText.c -----

```
void __cdecl GetHello(char *Text)
```

```
{  
strcpy(Text, "Hello, World");  
}
```

-----  
I have main.c and HellText.c in my package. When I try to compile, I get

1 undefined symbol(s): GetHello(char\*)(referenced from.... linking aborted due to fatal errors

If I move the GetHello function to main.cpp, the program compiles without error.

If I rename HelloText.c to HelloText.cpp, the program also compiles without error.

What am I doing wrong???

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Subject: Re: Mixing C and C++ files (windows with MinGW compiler)

Posted by [waxblood](#) on Fri, 22 Jun 2007 05:27:09 GMT

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In a cpp file you have to wrap all C functions prototypes (or include) statements with this block:

```
extern "C" {  
  
}
```

in your example the correct form is:

```
----- main.cpp -----  
extern "C" {  
    void __cdecl GetHello(char *Text);  
}
```

```
Hello::Hello()  
{  
char HelloText[12];  
CtrlLayout(*this, "Window title");  
GetHello(HelloText);  
lblHello = HelloText;  
}
```

```
GUI_APP_MAIN  
{  
Hello().Run();  
}
```

Ciao,  
David

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