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 newbee. 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???

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