Subject: How to link to external libraries
Posted by Ishi on Sun, 16 Sep 2007 11:49:43 GMT
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Hi all.

I've got a .lib and .h file that I want to link to in my project - not sure where I'm going wrong though. The files are in C:\lib\TXF.

In Setup->Build Methods, I've added that directory to the INCLUDE and LIB sections. Then in the Package Organizer I've tried adding TXF.lib as a library, and as various other things, (leaving the When bit empty), but when I try and compile, I just get linker errors about the library's functions not being defined.

If anyone can point out what I might be missing or doing wrong, that'd be brilliant. Thanks in advance!

Subject: Re: How to link to external libraries
Posted by mirek on Sun, 16 Sep 2007 13:51:01 GMT
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Ishi wrote on Sun, 16 September 2007 07:49Hi all.

I've got a .lib and .h file that I want to link to in my project - not sure where I'm going wrong though. The files are in C:\lib\TXF.

In Setup->Build Methods, I've added that directory to the INCLUDE and LIB sections. Then in the Package Organizer I've tried adding TXF.lib as a library, and as various other things, (leaving the When bit empty), but when I try and compile, I just get linker errors about the library's functions not being defined.

If anyone can point out what I might be missing or doing wrong, that'd be brilliant. Thanks in advance!

Project/Package organizer, click host package, right-click right big pane, choose "New Libraries".

You can look to e.g. Draw or Core package for example how the names of libraries are to be entered.

Mirek

Subject: Re: How to link to external libraries
Posted by Ishi on Sun, 16 Sep 2007 16:07:33 GMT
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Thanks for the reply. Unfortunately I still can't get it to work. I've taken some screenshots so you can see my setup better:

I'm including C:\lib\TXF\TXF.h with a simple #include <TXF.h> which seems to work fine.

I'm trying to use the lib C:\lib\TXF\TXF.lib, and that's the bit that doesn't seem to work for some reason.

My error output is:

```
Linking...
(option '-O 2' ignored)
File 'libcmt' not found.
File 'oldnames' not found.
File 'libcpmt' not found.
___main: duplicate
-> used:      libmingw32.a:gccmain.o:1
-> discarded: libgcc.a:__main.o:1
2 undefined symbol(s):
TXF::Document::Document(char const*)(referenced from
c:\upp\out\engineeditor\mingw.debug_full.gui.main\editor-project.o:1; std::__verify_grou
 ping(char const*, unsigned int, std::basic_string<char, std::char_traits<char>, std::allocator<char>
> const&); CEditor::saveProject(bool
 ); CEditor::saveProject(bool); ...)
TXF::Document::~Document()(referenced from
c:\upp\out\engineeditor\mingw.debug_full.gui.main\editor-project.o:1; std::__verify_grouping(char
 const*, unsigned int, std::basic_string<char, std::char_traits<char>, std::allocator<char> >
const&); CEditor::saveProject(bool); CEditor
 ::saveProject(bool); ...)
linking aborted due to fatal errors
collect2: ld returned 1 exit status
```

Thanks again for any help, much appreciated.

Subject: Re: How to link to external libraries
Posted by mirek on Sun, 16 Sep 2007 18:45:40 GMT
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Try Setup/Verbose flag, it will show you the actual compiler commandline. If it does not help, post them here.

Subject: Re: How to link to external libraries

```
c++ -static -mwindows -o "C:\upp\out\MINGW.Debug_full.Gui\EngineEditor.exe" -ggdb
-L"C:\upp\mingw\lib" -L"C:\lib\TXF" -Wl,-O,2  "C:/upp/out/E
 ngineEditor/MINGW.Debug_full.Gui.Main\$blitz.o" "
C:/upp/out/EngineEditor/MINGW.Debug_full.Gui.Main\EngineEdit or$rc.o " "C:/upp/out/EngineE
 ditor/MINGW.Debug_full.Gui.Main\Editor-Project.o"
"C:/upp/out/CtrlLib/MINGW.Debug_full.Gui\CtrlLib.o" "C:/upp/out/CtrlLib/MINGW.Debug_ful
 l.Gui\$blitz.o" "C:/upp/out/CtrlLib/MINGW.Debug_full.Gui\ChWin32.o"
"C:/upp/out/CtrlCore/MINGW.Debug_full.Gui\CtrlCore.o" "C:/upp/out/Ctr
 lCore/MINGW.Debug_full.Gui\$blitz.o"
"C:/upp/out/RichText/MINGW.Debug_full.Gui\RichImage.o"
"C:/upp/out/RichText/MINGW.Debug_full.Gui\$bl
 itz.o" "C:/upp/out/Draw/MINGW.Debug_full.Gui\$blitz.o"
"C:/upp/out/Core/MINGW.Debug_full.Gui\$blitz.o" "C:/upp/out/Core/MINGW.Debug_full.
 Gui\OL_Set.o" "C:/upp/out/plugin/bmp/MINGW.Debug_full.Gui\BmpReg.o"
"C:/upp/out/plugin/bmp/MINGW.Debug_full.Gui\$blitz.o" "C:/upp/out/plu
 gin/z/MINGW.Debug_full.Gui\adler32.o" "C:/upp/out/plugin/z/MINGW.Debug_full.Gui\compress.o"
"C:/upp/out/plugin/z/MINGW.Debug_full.Gui\crc
 32.o" "C:/upp/out/plugin/z/MINGW.Debug_full.Gui\deflate.o"
"C:/upp/out/plugin/z/MINGW.Debug_full.Gui\gzio.o" "C:/upp/out/plugin/z/MINGW.D
 ebug_full.Gui\infblock.o" "C:/upp/out/plugin/z/MINGW.Debug_full.Gui\infcodes.o"
"C:/upp/out/plugin/z/MINGW.Debug_full.Gui\inffast.o" "C:/
 upp/out/plugin/z/MINGW.Debug_full.Gui\inflate.o"
"C:/upp/out/plugin/z/MINGW.Debug_full.Gui\inftrees.o" "C:/upp/out/plugin/z/MINGW.Debug_f
 ull.Gui\infutil.o" "C:/upp/out/plugin/z/MINGW.Debug_full.Gui\trees.o"
"C:/upp/out/plugin/z/MINGW.Debug_full.Gui\uncompr.o" "C:/upp/out/pl
 ugin/z/MINGW.Debug_full.Gui\zutil.o" "C:/upp/out/plugin/png/MINGW.Debug_full.Gui\pngreg.o"
"C:/upp/out/plugin/png/MINGW.Debug_full.Gui\pn
 glib.o" "C:/upp/out/plugin/png/MINGW.Debug_full.Gui\pngupp.o" -Wl,--start-group  -ladvapi32
-lcomdlg32 -lcomctl32 -luser32 -lgdi32 -ladva
 pi32 -lshell32 -lwinmm -lole32 -loleaut32 -luuid "C:\lib\TXF\TXF.lib" -Wl,--end-group
```

There we go. The .lib path and filename are correct. That's as far as my analysis goes, I have no idea what the rest of the options do or if they're relevant or not.