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Subject: why "\_\_\_main: duplicate" ?

Posted by [alex100](#) on Wed, 14 Nov 2007 10:45:22 GMT

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Hi all,

I am new to U++ and I think it is a great TOOL!!

So I am trying my first programs (examples) e for several times when linking the folowing erro appear:

```
___main: duplicate
-> used:    libmingw32.a:gccmain.o:1
-> discarded: libgcc.a:___main.o:1
1 undefined symbol(s):
```

Why compiling MyUppApp downloaded from the forum it also have this error! see output:

```
----- CtrlLib ( GUI GCC DEBUG DEBUG_FULL BLITZ WIN32 ) (1 / 9)
----- CtrlCore ( GUI GCC DEBUG DEBUG_FULL BLITZ WIN32 ) (2 / 9)
----- RichText ( GUI GCC DEBUG DEBUG_FULL BLITZ WIN32 ) (3 / 9)
----- Draw ( GUI GCC DEBUG DEBUG_FULL BLITZ WIN32 ) (4 / 9)
----- Core ( GUI GCC DEBUG DEBUG_FULL BLITZ WIN32 ) (5 / 9)
----- plugin/bmp ( GUI GCC DEBUG DEBUG_FULL BLITZ WIN32 ) (6 / 9)
----- plugin/z ( GUI GCC DEBUG DEBUG_FULL BLITZ WIN32 ) (7 / 9)
----- plugin/png ( GUI GCC DEBUG DEBUG_FULL BLITZ WIN32 ) (8 / 9)
----- MyUppApp ( GUI MAIN GCC DEBUG DEBUG_FULL BLITZ WIN32 ) (9 / 9)
```

Linking...

(option '-O 2' ignored)

```
___main: duplicate
-> used:    libmingw32.a:gccmain.o:1
-> discarded: libgcc.a:___main.o:1
1 undefined symbol(s):
```

```
__imp__PathAppendA@8 (referenced from
c:\upp\out\myuppapp\mingw.debug_full.gui.main\blitz.o:1; __tcf_0; AboutI
mg::Get(char const *); AboutImg::Get(char const*); AboutImg::Find(Upp::String const &);
AboutImg::Find(Upp::
String const&); ...)
```

linking aborted due to fatal errors

collect2: ld returned 1 exit status

There were errors. (0:00.81)

Thank you!

Alex

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Subject: Re: why "\_\_main: duplicate" ?  
Posted by [forlano](#) on Wed, 14 Nov 2007 20:46:02 GMT  
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alex100 wrote on Wed, 14 November 2007 11:45Hi all,  
I am new to U++ and I think it is a great TOOL!!

So I am trying my first programs (examples) e for several times when linking the folowing erro appear:  
Alex

Hi Alex,

which Upp version are you using? Which reference program gives that error? Which operative system and compiler are you using? please do not miss this info the next time you report a problem. This can speed the right answer, at least for me.  
Moreover some old package/program downloaded from the forum could have some problem of compilation with the most recent Upp distribution.  
You may consider even to zip and post the folder of your program (if it is not a secret and if it is not complex). This is the best way to obtain the wanted answer as quicly as possible.

Luigi

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Subject: Re: why "\_\_main: duplicate" ?  
Posted by [alex100](#) on Thu, 15 Nov 2007 09:23:39 GMT  
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Hi Luigi

Ok, I, for a moments, forgot that U++ is a great tool and I forgot that is works in many operating systems, it has lost of versions and so one.

So, I am using WinXP, upp-mingw-2007.1.exe

Well, the "\_\_main: duplicate" is happening for me for many times and the compilation of MyUppApp that I downloaded from this forum also presents that link error. There is the 7z file with the application in attachment.

This error comes up also when I try to include database capabilities to the "HelloWorld-Rudimentary HelloWorld application with menu and status bar" example that comes with upp. Please, tell me where can I find information related with:

Which includes are needed to create and open a SQLite database in the HelloWorld Main Window?

Thank you

Alex

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### File Attachments

1) [myuppapp\\_20061222.7z](#), downloaded 509 times

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Subject: Re: why "\_\_\_main: duplicate" ?  
Posted by [mirek](#) on Thu, 15 Nov 2007 12:47:35 GMT  
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alex100 wrote on Wed, 14 November 2007 05:45Hi all,  
I am new to U++ and I think it is a great TOOL!!

So I am trying my first programs (examples) e for several times when linking the folowing erro appear:

```
___main: duplicate
-> used:    libmingw32.a:gccmain.o:1
-> discarded: libgcc.a:___main.o:1
1 undefined symbol(s):
```

Why compiling MyUppApp downloaded from the forum it also have this error! see output:

Actually, what is on your listing is a warning and an error.

The warning is normal: unfortanetely, it seems to be a problem in mingw ("main" is defined twice), which U++ linker detects and fixes by "discarding" one of definitions. Please ignore it.

The real error is the one after "1 undefined symbol(s):"

Mirek

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Subject: Re: why "\_\_\_main: duplicate" ?  
Posted by [alex100](#) on Thu, 15 Nov 2007 13:05:21 GMT  
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What about

Which includes are needed to create and open a SQLite database in the HelloWorld Main Window?

Any information, help file, tutorial?

ALex

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Subject: Re: why "\_\_main: duplicate" ?  
Posted by [forlano](#) on Thu, 15 Nov 2007 13:21:07 GMT  
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alex100 wrote on Thu, 15 November 2007 10:23Hi Luigi

Ok, I, for a moments, forgot that U++ is a great tool and I forgot that it works in many operating systems, it has lots of versions and so on.

So, I am using WinXP, upp-mingw-2007.1.exe

Well, the "\_\_main: duplicate" is happening for me for many times and the compilation of MyUppApp that I downloaded from this forum also presents that link error. There is the 7z file with the application in attachment.

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Which includes are needed to create and open a SQLite database in the HelloWorld Main Window?

Thank you

Alex

Hi Alex,

as said Luzr the problem is with the compiler. I got the same error. In particular MyUppApp uses some code that doesn't like the mingw compiler and I guess is related to the function "PathAppend". In the past I compiled it with MSC8 and worked OK.  
Now I commented all the blocks in which appear PathAppend

```
#ifdef flagWIN32
TCHAR szPath[MAX_PATH];
SHGetFolderPath(NULL, CSIDL_APPDATA, NULL, 0, szPath);
PathAppend(szPath, "MyUppApp");
PathAppend(szPath, cfgfile);
fullpathtocfgfile = szPath;
```

```
#else
    fullpathtocfgfile = cfgfile;
#endif
```

and the program compile and run although at runtime signal some problem. Please try yourself. Moreover do not stop to do test other packages and if something is not clear come back and ask.

Luigi

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Subject: Re: why "\_\_\_main: duplicate" ?  
Posted by [alex100](#) on Thu, 15 Nov 2007 13:25:28 GMT  
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Ok,

But The main reason I put the first message in this forum was about:

Which includes are needed to create and open a SQLite database in the HelloWorld Main Window?

Any information, help file, tutorial, source code?

Alex

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Subject: Re: why "\_\_\_main: duplicate" ?  
Posted by [forlano](#) on Thu, 15 Nov 2007 13:27:35 GMT  
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alex100 wrote on Thu, 15 November 2007 14:05What about

Which includes are needed to create and open a SQLite database in the HelloWorld Main Window?

Any information, help file, tutorial?

ALex

Perhaps this post should be better stay in this forum

[http://www.ultimatepp.org/forum/index.php?t=thread&frm\\_id=24](http://www.ultimatepp.org/forum/index.php?t=thread&frm_id=24) There you can find some useful information about sql. Moreover in the assemblies Reference and Example there are some programs using SQL. I'm not clever with SQL but I thing it is easier to start with these examples and modify them inserting a hello world rather than viceversa.

luigi

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