Subject: Using HGE with Ultimate++
Posted by michael on Thu, 07 Feb 2008 22:49:16 GMT
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I'm trying to compile a sample-code from http://hge.relishgames.com/ (Haaf's gaming engine) with TheIDE.

I tried to use the recommended settings for dev-cpp (made a new Win32 API-Package) because there are no example-settiings for ultimate++. But i'm getting an error whe compiling the first sample:

```
----- playground ( GUI MAIN GCC BLITZ WIN32 )
cd H:\Entwicklung\UPP\playground
playground.cpp
c++ -c  -I"H:\Entwicklung\UPP" -I"C:\upp\uppsrc" -I"C:\upp\mingw\include" -I"C:\MySQL\include"
-I"C:\upp\hge18\include" -DflagGUI -DflagMA
 IN -DflagGCC -DflagBLITZ -DflagWIN32 -DbmYEAR=2008 -DbmMONTH=2 -DbmDAY=7
-DbmHOUR=23 -DbmMINUTE=47 -DbmSECOND=41 -static   -fexception
 s  -Os -finline-limit=20 -ffunction-sections -x c++
"H:\Entwicklung\UPP\playground\playground.cpp" -o "C:/upp/out/playground/MINGW.Bli
 tz.Gui.Main\playground.o"
compiled in (0:00.01)
C:\upp\mingw\bin\c++.exe -c  -I"H:\Entwicklung\UPP" -I"C:\upp\uppsrc" -I"C:\upp\mingw\include"
-I"C:\MySQL\include" -I"C:\upp\hge18\includ
 e" -DflagGUI -DflagMAIN -DflagGCC -DflagBLITZ -DflagWIN32 -DbmYEAR=2008
-DbmMONTH=2 -DbmDAY=7 -DbmHOUR=23 -DbmMINUTE=47 -DbmSECOND=41
 -static   -fexceptions  -Os -finline-limit=20 -ffunction-sections -x c++
"H:\Entwicklung\UPP\playground\playground.cpp" -o "C:/upp/out
 /playground/MINGW.Blitz.Gui.Main\playground.o"
playground: 1 file(s) built in (0:00.84), 844 msecs / file, duration = 1047 msecs, parallelization 0%
Linking...
c++ -static -mwindows -o "C:\upp\out\MINGW.Blitz.Gui\playground.exe" -Wl,-s
-L"C:\upp\mingw\lib" -L"C:\MySQL\bin" -L"C:\upp\hge18\lib\gcc"
  -Wl,-O,2  "C:/upp/out/playground/MINGW.Blitz.Gui.Main\playground.o" -Wl,--start-group
-lkernel32 -luser32 -ladvapi32 -lshell32 -lwin
 mm -Wl,--end-group
(option '-O 2' ignored)
1 undefined symbol(s):
_hgeCreate@4 (referenced from c:\upp\out\playground\mingw.blitz.gui.main\playground.o:9;
_WinMain@16; .text$WinMain)
linking aborted due to fatal errors
collect2: ld returned 1 exit status
C:\upp\mingw\bin\c++.exe -static -mwindows -o "C:\upp\out\MINGW.Blitz.Gui\playground.exe"
-Wl,-s -L"C:\upp\mingw\lib" -L"C:\MySQL\bin" -L"
 C:\upp\hge18\lib\gcc" -Wl,-O,2  "C:/upp/out/playground/MINGW.Blitz.Gui.Main\playground.o"
-Wl,--start-group  -lkernel32 -luser32 -ladv
 api32 -lshell32 -lwinmm -Wl,--end-group
Error executing C:\upp\mingw\bin\c++.exe -static -mwindows -o
```

"C:\upp\out\MINGW.Blitz.Gui\playground.exe" -Wl,-s -L"C:\upp\mingw\lib" -L"C
:\MySQL\bin" -L"C:\upp\hge18\lib\gcc" -Wl,-O,2
"C:/upp/out/playground/MINGW.Blitz.Gui.Main\playground.o" -Wl,--start-group -lkernel3
2 -luser32 -ladvapi32 -lshell32 -lwinmm -Wl,--end-group
Exitcode: 1

There were errors. (0:01.45)

Has anyone ever tried to get hge running with ultimate++? Since it runs with dev-cpp it has to run with ultimate++ as well?!

Any ideas?

Michael

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Subject: Re: Using HGE with Ultimate++
Posted by Mindtraveller on Thu, 07 Feb 2008 22:52:32 GMT
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I think you forgot linking HGE static libraries (which are actually gate to hge.dll functions). These .libs are provided for MSC and Borland compilers. Maybe for gcc too - I don`t remember exactly.

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Subject: Re: Using HGE with Ultimate++
Posted by michael on Fri, 08 Feb 2008 15:05:06 GMT
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Stupid question... how do i link static libraries in my project?

Michael

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Subject: Re: Using HGE with Ultimate++
Posted by Mindtraveller on Sat, 09 Feb 2008 15:14:22 GMT
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Project > Package organizer > *right click in list* > New libraries...

Path for libraries is added in Setup > Build methods > Lib - directories for library files > Append row

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Subject: Re: Using HGE with Ultimate++
Posted by michael on Sat, 09 Feb 2008 21:27:12 GMT

Thank you.

Adding hge in the package organizer solved my problem.

Michael