

---

Subject: Compile package with iml file problem!  
Posted by [tojocky](#) on Tue, 23 Dec 2008 07:06:35 GMT  
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I have a problem on compiling with MSC8:Debug when i'm trying to add iml file:  
Quote:----- UApplication ( GUI MAIN MSC8 DEBUG DEBUG\_FULL WIN32 MSC ) (9 / 9)  
MainWorkSpace.cpp  
MainMenu.cpp  
main.cpp  
UApplication: 3 file(s) built in (0:04.60), 1535 msecs / file, duration = 4672 msecs, parallelization 71%  
Linking...  
MainWorkSpace.obj : error LNK2019: unresolved external symbol "public: static class Upp::Image \_\_cdecl UA::UAlmg::Get(int)" (?Get@UAlmg@UA@@@SA?AVImage@Upp<a href="mailto:@@H" target="\_blank">@@H</a>@Z) referenced in function "public: static class Upp::Image \_\_cdecl UA::UAlmg::MainIcon(void)" (?MainIcon@UAlmg@UA@@@SA?AVImage@Upp@@@XZ)  
C:\uppdev\out\MSC8.Debug.Debug\_full.Gui.Noblitz\UApplication .exe : fatal error LNK1120: 1 unresolved externals

There were errors. (3:00.65)

in .h file i wrote:

```
Quote:#ifndef _UApplication_MainWorkSpace_h_
#define _UApplication_MainWorkSpace_h_

#include <CtrlLib/CtrlLib.h>

namespace UA{

using namespace UPP;

#define IMAGECLASS UAlmg
#define IMAGEFILE <UApplication/UApplication.iml>
#include <Draw/iml_header.h>
...
```

and in .cpp file i use this class:

```
Quote:
#include "MainWorkSpace.h"

namespace UA{

UApplication::UApplication() {
    Sizeable();
    Zoomable();
    CtrlLayout(*this);
}
```

```
AddFrame(menu);
Icon(UAImg::MainIcon());
...
```

With active verbose i have:

```
Quote:----- CtrlLib ( GUI MSC8 DEBUG DEBUG_FULL WIN32 MSC ) ( 1 / 9 )
cd D:\source_codes\upp\svn_google\uppsrc\CtrlLib
----- CtrlCore ( GUI MSC8 DEBUG DEBUG_FULL WIN32 MSC ) ( 2 / 9 )
cd D:\source_codes\upp\svn_google\uppsrc\CtrlCore
----- RichText ( GUI MSC8 DEBUG DEBUG_FULL WIN32 MSC ) ( 3 / 9 )
cd D:\source_codes\upp\svn_google\uppsrc\RichText
----- Draw ( GUI MSC8 DEBUG DEBUG_FULL WIN32 MSC ) ( 4 / 9 )
cd D:\source_codes\upp\svn_google\uppsrc\Draw
----- plugin\bmp ( GUI MSC8 DEBUG DEBUG_FULL WIN32 MSC ) ( 5 / 9 )
cd D:\source_codes\upp\svn_google\uppsrc\plugin\bmp
----- Core ( GUI MSC8 DEBUG DEBUG_FULL WIN32 MSC ) ( 6 / 9 )
cd D:\source_codes\upp\svn_google\uppsrc\Core
----- plugin\z ( GUI MSC8 DEBUG DEBUG_FULL WIN32 MSC ) ( 7 / 9 )
cd D:\source_codes\upp\svn_google\uppsrc\plugin\z
----- plugin\png ( GUI MSC8 DEBUG DEBUG_FULL WIN32 MSC ) ( 8 / 9 )
cd D:\source_codes\upp\svn_google\uppsrc\plugin\png
----- UApplication ( GUI MAIN MSC8 DEBUG DEBUG_FULL WIN32 MSC ) ( 9 / 9 )
cd D:\source_codes\UltimateAutomation\UApplication
Linking...
link -nologo -machine:I386 -pdb:"
C:\uppdev\out\MSC8.Debug.Debug_full.Gui.Noblitz\UApplication.pdb "
-out:"C:\uppdev\out\MSC8.Debug.Debug_
full.Gui.Noblitz\UApplication.exe" -incremental:yes -debug -OPT:NOREF -subsystem:windows
-LIBPATH:"C:\Program Files\Microsoft Visual
Studio 8\vc\lib" -LIBPATH:"C:\Program Files\Microsoft Visual Studio 8\vc\PlatformSDK\Lib"
-LIBPATH:"C:\uppdev\sd\lib" -LIBPATH:"C:
\Program Files\PostgreSQL\8.2.4-3.1C\lib" -LIBPATH:"C:\OpenSSL\lib\VC"
"C:\uppdev\out\UApplication\MSC8.Debug.Debug_full.
Gui.Main.Noblitz\MainWorkSpace.obj" "
C:\uppdev\out\UApplication\MSC8.Debug.Debug_full.Gui.Main.No blitz\MainMenu.obj "
"C:\uppdev\out\
UApplication\MSC8.Debug.Debug_full.Gui.Main.Noblitz\main.obj " "
C:\uppdev\out\CtrlLib\MSC8.Debug.Debug_full.Gui.Noblitz\Ctrl Lib.obj "
" C:\uppdev\out\CtrlLib\MSC8.Debug.Debug_full.Gui.Noblitz\Ctrl Lib.lib " "
C:\uppdev\out\CtrlCore\MSC8.Debug.Debug_full.Gui.Noblitz\Ctr l
Core.obj" "C:\Program Files\Microsoft Visual Studio 8\vc\PlatformSDK\Lib\advapi32.lib"
"C:\Program Files\Microsoft Visual Studio 8\
c\PlatformSDK\Lib\comdlg32.lib" "C:\Program Files\Microsoft Visual Studio
8\vc\PlatformSDK\Lib\comctl32.lib" "C:\uppdev\out\CtrlCore
\MSC8.Debug.Debug_full.Gui.Noblitz\CtrlCore.lib" "
C:\uppdev\out\RichText\MSC8.Debug.Debug_full.Gui.Noblitz\Ric hImage.obj " "C:\uppdev
\out\RichText\MSC8.Debug.Debug_full.Gui.Noblitz\RichText.lib " "C:\Program Files\Microsoft
```

Visual Studio 8\Vc\PlatformSDK\Lib\user32.  
lib" "C:\Program Files\Microsoft Visual Studio 8\Vc\PlatformSDK\Lib\gdi32.lib"  
"C:\uppdev\out\Draw\MSC8.Debug.Debug\_full.Gui.Noblitz  
\Draw.lib" " C:\uppdev\out\plugin\bmp\MSC8.Debug.Debug\_full.Gui.Noblitz\B mpReg.obj "  
"C:\uppdev\out\plugin\bmp\MSC8.Debug.Debug\_full.G  
ui.Noblitz\bmp.lib" "C:\Program Files\Microsoft Visual Studio 8\Vc\Lib\kernel32.lib" "C:\Program  
Files\Microsoft Visual Studio 8\Vc\  
PlatformSDK\Lib\user32.lib" "C:\Program Files\Microsoft Visual Studio  
8\Vc\PlatformSDK\Lib\advapi32.lib" "C:\Program Files\Microsoft  
Visual Studio 8\Vc\PlatformSDK\Lib\shell32.lib" "C:\Program Files\Microsoft Visual Studio  
8\Vc\PlatformSDK\Lib\winmm.lib" "C:\Progr  
am Files\Microsoft Visual Studio 8\Vc\PlatformSDK\Lib\mpr.lib" "  
C:\uppdev\out\Core\MSC8.Debug.Debug\_full.Gui.Noblitz\Core.li b " "C:\u  
ppdev\out\plugin\z\MSC8.Debug.Debug\_full.Gui.Noblitz\z.lib" "  
C:\uppdev\out\plugin\png\MSC8.Debug.Debug\_full.Gui.Noblitz\p ngreg.obj "  
" C:\uppdev\out\plugin\png\MSC8.Debug.Debug\_full.Gui.Noblitz\p ng.lib "  
MainWorkSpace.obj : error LNK2019: unresolved external symbol "public: static class Upp::Image  
\_\_cdecl UA::UAIImg::Get(int)" (?Get@UAIImg@  
UA@@@SA?AVImage@Upp<a href="mailto:@ @H" target="\_blank">@ @H</a>@Z) referenced in  
function "public: static class Upp::Image \_\_cdecl UA::UAIImg::MainIcon(void)" (?MainIcon@UAIImg  
@UA@@@SA?AVImage@Upp@ @XZ)  
C:\uppdev\out\MSC8.Debug.Debug\_full.Gui.Noblitz\UApplication .exe : fatal error LNK1120: 1  
unresolved externals  
"C:\Program Files\Microsoft Visual Studio 8\Vc\Bin\link.exe" -nologo -machine:I386  
-pdb:"C:\uppdev\out\MSC8.Debug.Debug\_full.Gui.Noblitz  
\UApplication.pdb" -out:" C:\uppdev\out\MSC8.Debug.Debug\_full.Gui.Noblitz\UApplication .exe "  
-incremental:yes -debug -OPT:NOREF -subsy  
stem:windows -LIBPATH:"C:\Program Files\Microsoft Visual Studio 8\Vc\Lib"  
-LIBPATH:"C:\Program Files\Microsoft Visual Studio 8\Vc\PI  
atformSDK\Lib" -LIBPATH:"C:\uppdev\sd\lib" -LIBPATH:"C:\Program  
Files\PostgreSQL\8.2.4-3.1C\lib" -LIBPATH:"C:\OpenSSL\lib\VC"  
" C:\uppdev\out\UApplication\MSC8.Debug.Debug\_full.Gui.Main.No blitz\MainWorkSpace.obj  
" "C:\uppdev\out\UApplication\MSC8.Debug.D  
ebug\_full.Gui.Main.Noblitz\MainMenu.obj" "  
C:\uppdev\out\UApplication\MSC8.Debug.Debug\_full.Gui.Main.No blitz\main.obj " "C:\uppdev\out  
\CtrlLib\MSC8.Debug.Debug\_full.Gui.Noblitz\CtrlLib.obj" "  
C:\uppdev\out\CtrlLib\MSC8.Debug.Debug\_full.Gui.Noblitz\Ctrl Lib.lib" "C:\up  
pdev\out\CtrlCore\MSC8.Debug.Debug\_full.Gui.Noblitz\CtrlCore .obj" "C:\Program  
Files\Microsoft Visual Studio 8\Vc\PlatformSDK\Lib\adv  
api32.lib" "C:\Program Files\Microsoft Visual Studio 8\Vc\PlatformSDK\Lib\comdlg32.lib"  
"C:\Program Files\Microsoft Visual Studio 8\  
Vc\PlatformSDK\Lib\comctl32.lib" "  
C:\uppdev\out\CtrlCore\MSC8.Debug.Debug\_full.Gui.Noblitz\Ctr lCore.lib " "  
"C:\uppdev\out\RichText\MSC  
8.Debug.Debug\_full.Gui.Noblitz\RichImage.obj" "  
C:\uppdev\out\RichText\MSC8.Debug.Debug\_full.Gui.Noblitz\Ric hText.lib" "C:\Program Fi  
les\Microsoft Visual Studio 8\Vc\PlatformSDK\Lib\user32.lib" "C:\Program Files\Microsoft Visual  
Studio 8\Vc\PlatformSDK\Lib\gdi32.li

```

b" " C:\uppdev\out\Draw\MSC8.Debug.Debug_full.Gui.Noblitz\Draw.lib " "
C:\uppdev\out\plugin\bmp\MSC8.Debug.Debug_full.Gui.Noblitz\BmpReg
g.obj" " C:\uppdev\out\plugin\bmp\MSC8.Debug.Debug_full.Gui.Noblitz\bmp.lib " "C:\Program
Files\Microsoft Visual Studio 8\VC\Lib\kernel32.lib" "C:\Program Files\Microsoft Visual Studio 8\VC\PlatformSDK\Lib\user32.lib" "C:\Program
Files\Microsoft Visual Studio 8\VC\PlatformSDK\Lib\advapi32.lib" "C:\Program Files\Microsoft Visual Studio 8\VC\PlatformSDK\Lib\shell32.lib" "C:\Program Files\Microsoft
Visual Studio 8\VC\PlatformSDK\Lib\winmm.lib" "C:\Program Files\Microsoft Visual Studio 8\VC\PlatformSDK\Lib\mpr.lib" "C:\uppdev\out\
t\Core\MSC8.Debug.Debug_full.Gui.Noblitz\Core.lib" "
C:\uppdev\out\plugin\z\MSC8.Debug.Debug_full.Gui.Noblitz\z.lib" "C:\uppdev\out\p
lugin\png\MSC8.Debug.Debug_full.Gui.Noblitz\pngreg.obj" "
C:\uppdev\out\plugin\png\MSC8.Debug.Debug_full.Gui.Noblitz\png.lib" "
Error executing "C:\Program Files\Microsoft Visual Studio 8\VC\Bin\link.exe" -nologo
-machine:I386 -pdb:"C:\uppdev\out\MSC8.Debug.Debug_
full.Gui.Noblitz\UApplication.pdb" -out:"
C:\uppdev\out\MSC8.Debug.Debug_full.Gui.Noblitz\UApplication.exe" -incremental:yes -debug -
OPT:NOREF -subsystem:windows -LIBPATH:"C:\Program Files\Microsoft Visual Studio 8\VC\Lib"
-LIBPATH:"C:\Program Files\Microsoft Visua
l Studio 8\VC\PlatformSDK\Lib" -LIBPATH:"C:\uppdev\sd\lib" -LIBPATH:"C:\Program
Files\PostgreSQL\8.2.4-3.1C\lib" -LIBPATH:"C:\OpenS
SL\lib\VC" " C:\uppdev\out\UApplication\MSC8.Debug.Debug_full.Gui.Main.No
blitz\MainWorkSpace.obj" "C:\uppdev\out\UApplicat
ion\MSC8.Debug.Debug_full.Gui.Main.Noblitz\MainMenu.obj" "
C:\uppdev\out\UApplication\MSC8.Debug.Debug_full.Gui.Main.No blitz\main.obj
" " C:\uppdev\out\CtrlLib\MSC8.Debug.Debug_full.Gui.Noblitz\CtrlLib.obj" "
"C:\uppdev\out\CtrlLib\MSC8.Debug.Debug_full.Gui.Noblitz\Ctr
lLib.lib" " C:\uppdev\out\CtrlCore\MSC8.Debug.Debug_full.Gui.Noblitz\CtrlCore.obj" "
"C:\Program Files\Microsoft Visual Studio 8\VC\Pla
tformSDK\Lib\advapi32.lib" "C:\Program Files\Microsoft Visual Studio
8\VC\PlatformSDK\Lib\comdlg32.lib" "C:\Program Files\Microsoft
Visual Studio 8\VC\PlatformSDK\Lib\comctl32.lib" "
C:\uppdev\out\CtrlCore\MSC8.Debug.Debug_full.Gui.Noblitz\CtrlCore.lib" "C:\uppdev\
out\RichText\MSC8.Debug.Debug_full.Gui.Noblitz\RichImage.obj" "
C:\uppdev\out\RichText\MSC8.Debug.Debug_full.Gui.Noblitz\RichText.lib
" "C:\Program Files\Microsoft Visual Studio 8\VC\PlatformSDK\Lib\user32.lib" "C:\Program
Files\Microsoft Visual Studio 8\VC\Platform
SDK\Lib\gdi32.lib" " C:\uppdev\out\Draw\MSC8.Debug.Debug_full.Gui.Noblitz\Draw.lib " "
C:\uppdev\out\plugin\bmp\MSC8.Debug.Debug_full.G
ui.Noblitz\BmpReg.obj" " C:\uppdev\out\plugin\bmp\MSC8.Debug.Debug_full.Gui.Noblitz\bmp.lib
" "C:\Program Files\Microsoft Visual Studi
o 8\VC\Lib\kernel32.lib" "C:\Program Files\Microsoft Visual Studio
8\VC\PlatformSDK\Lib\user32.lib" "C:\Program Files\Microsoft Visu
al Studio 8\VC\PlatformSDK\Lib\advapi32.lib" "C:\Program Files\Microsoft Visual Studio
8\VC\PlatformSDK\Lib\shell32.lib" "C:\Program
Files\Microsoft Visual Studio 8\VC\PlatformSDK\Lib\winmm.lib" "C:\Program Files\Microsoft
Visual Studio 8\VC\PlatformSDK\Lib\mpr.li

```

```
b" " C:\uppdev\out\Core\MSC8.Debug.Debug_full.Gui.Noblitz\Core.lib " "
C:\uppdev\out\plugin\z\MSC8.Debug.Debug_full.Gui.Noblitz\z.lib "
" C:\uppdev\out\plugin\png\MSC8.Debug.Debug_full.Gui.Noblitz\pngreg.obj "
"C:\uppdev\out\plugin\png\MSC8.Debug.Debug_full.Gui.Noblitz\
png.lib"
Exitcode: 1120
```

There were errors. (0:00.57)

Help me please!  
If is need I attached package.

## File Attachments

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1) [UApplication.7z](#), downloaded 429 times

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---

Subject: Re: Compile package with iml file problem!  
Posted by [Sender Ghost](#) on Tue, 23 Dec 2008 08:13:33 GMT  
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---

Hello, Ion.

You didn't include "Draw/iml\_source.h" header file in "UApplication\MainWorkspace.cpp". Unified diff for fixed file below:

```
#include "MainWorkspace.h"

//using namespace UPP;

namespace UA{

+#define IMAGECLASS UAImg
+#define IMAGEFILE <UApplication/UApplication.iml>
+#include <Draw/iml_source.h>
+
UApplication::UApplication() {
    Sizeable();
    Zoomable();
    CtrlLayout(*this);
    AddFrame(menu);
    Icon(UAImg::MainIcon());
```

As written in the GUI Tutorial:

Quote:

Note: #include <Draw/iml.h> works only when images are to be used in single .cpp file, otherwise you must put "obsuscated" sequence with #include <Draw/iml\_header.h> to you header and

#include <Draw/iml\_source.h> to any .cpp file.

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---

Subject: Re: Compile package with iml file problem!  
Posted by [tojocky](#) on Tue, 23 Dec 2008 10:44:48 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Sender Ghost wrote on Tue, 23 December 2008 10:13  
You didn't include "Draw/iml\_source.h" header file in "UApplication\MainWorkSpace.cpp". Unified diff for fixed file below:

```
#include "MainWorkSpace.h"

//using namespace UPP;

namespace UA{

+#define IMAGECLASS UAImg
+#define IMAGEFILE <UApplication/UApplication.iml>
+#include <Draw/iml_source.h>
+
UApplication::UApplication() {
    Sizeable();
    Zoomable();
    CtrlLayout(*this);
    AddFrame(menu);
    Icon(UAImg::MainIcon());
}
```

As written in the GUI Tutorial:

Quote:

Note: #include <Draw/iml.h> works only when images are to be used in single .cpp file, otherwise you must put "obsuscated" sequence with #include <Draw/iml\_header.h> to you header and #include <Draw/iml\_source.h> to any .cpp file.

Sure! thanks...

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