Subject: Linking problem with socket
Posted by darthspawn on Sun, 22 Feb 2009 23:25:49 GMT
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I have this error, I'm trying to compile the project with visual studio 2005, I don't know what to do.. thank you!

Linking...
$blitz.obj : error LNK2019: unresolved external symbol "bool __cdecl Upp::ClientSocket(class Upp::Socket &,char const *,int,bool,unsigned long *,int,boo
 l)" (?ClientSocket@Upp@@YA_NAAVSocket@1>@PBDH_NPAKH2@Z) referenced in function "public: void __thiscall KTimeStriker::BtnConnect_Click(void)" (?BtnCo
 nnect_Click@KTimeStriker@@QAEXXZ)
C:\upp\out\MSC8.Debug.Debug_full.Gui.Mt\KTimeStriker.exe : fatal error LNK1120: 1 unresolved externals

Subject: Re: Linking problem with socket
Posted by tojocky on Mon, 23 Feb 2009 07:12:58 GMT
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darthspawn wrote on Mon, 23 February 2009 01:25I have this error, I'm trying to compile the project with visual studio 2005, I don't know what to do.. thank you!

Linking...
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C:\upp\out\MSC8.Debug.Debug_full.Gui.Mt\KTimeStriker.exe : fatal error LNK1120: 1 unresolved externals

I think you use compile option "Blitz".. that it is not supported for MSC compiler. For correct this, go in the main menu "Tools"->"Builds methods" and unmark option "Use BLITZ" for method "MSC8". It is two options: for debug mode and release mode.

Subject: Re: Linking problem with socket
Posted by cocob on Mon, 23 Feb 2009 09:20:45 GMT

Blitz works very well with MSC !

Is the Web package included ? (use Project -> add package to ..)