
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 01:25| 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_<a href="mailto:NAAVSocket@1"
target="_blank">NAAVSocket@1</a>@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
```

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

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Blitz works very well with MSC !

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