
Subject: Draw without CtrlLib [SOLVED] - see ConsoleDraw example

Posted by [nixnixnix](#) on Tue, 24 Nov 2009 02:17:34 GMT

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Hi,

As a side-project I need to create a command-line app for Linux which creates images and saves them to file.

I created a UPP console app and added the image plugins and the Draw package but it will not build as it says several of the Image functions are "ambiguous". I can build a full UPP GUI app on the same machine just fine (Ubuntu 8.04 64-bit) so I'm guessing that Image relies on some other code in other packages and that UPP has not been tested in this configuration or (and this is far more likely) I'm doing something wrong.

BTW I tried adding the CtrlLib and CtrlCore packages but this throws up many more errors.

Nick

EDIT: I just found the ImagePainter example. If that is what I am meant to use instead for this kind of app then please feel very welcome delete this thread

Subject: Re: Draw without CtrlLib

Posted by [nixnixnix](#) on Tue, 24 Nov 2009 04:08:13 GMT

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Ok I just made a new Core Console project and copied and pasted the code from the ConsoleDraw example into the provided header and then deleted the main function in the cpp file.

It doesn't link. There are tons of errors saying that there are missing functions (which is what I'm seeing with my own project). Has anyone else managed to build that code under Linux please?

Nick

Subject: Re: Draw without CtrlLib

Posted by [dolik.rce](#) on Tue, 24 Nov 2009 07:00:39 GMT

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nixnixnix wrote on Tue, 24 November 2009 05:08Ok I just made a new Core Console project and copied and pasted the code from the ConsoleDraw example into the provided header and then deleted the main function in the cpp file.

It doesn't link. There are tons of errors saying that there are missing functions (which is what I'm

seeing with my own project). Has anyone else managed to build that code under Linux please?

Nick

Hi Nick,

Silly question: Did you add the Painter, RichText, PDFDraw and plugin/png into your newly created package?

Can you build the ConsoleDraw as it is, without copying into your project? I've just tried (under Linux) and it works fine.

Regards
Honza

Subject: Re: Draw without CtrlLib
Posted by [nixnixnix](#) on Tue, 24 Nov 2009 17:50:42 GMT
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Nothing is a silly question when you're dealing with me

I didn't realise I had to include the PDFDraw package in my app as I'm not using the PDF format and as for the console app, I think I had run out of steam when I got to that. The thing that was puzzling me was that it was all compiling ok. I thought if I needed extra packages it would be at compile time. Lesson learned.

Thanks Mirek. Builds fine now.

Subject: Re: Draw without CtrlLib
Posted by [dolik.rce](#) on Wed, 25 Nov 2009 06:21:26 GMT
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You are welcome, even though I'm not Mirek

Bye,
Honza
