
Subject: HelloWorld - undefined reference to symbol 'FT_New_Face'

Posted by [trader](#) on Mon, 21 Mar 2011 01:19:14 GMT

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I want test U++, but U++ not working in Ubuntu 10.10

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----- CtrlLib ( GUI GCC DEBUG SHARED DEBUG_FULL BLITZ LINUX POSIX ) ( 1 / 9 )
BLITZ: LabelBase.cpp Button.cpp Switch.cpp EditField.cpp Text.cpp LineEdit.cpp DocEdit.cpp
ScrollBar.cpp HeaderCtrl.cpp ArrayCtrl.cpp Multi
Button.cpp PopupTable.cpp DropList.cpp DropChoice.cpp Static.cpp Splitter.cpp
FrameSplitter.cpp SliderCtrl.cpp ColumnList.cpp Progress.
.cpp AKeys.cpp RichTextView.cpp Prompt.cpp Help.cpp DateTimeCtrl.cpp Bar.cpp MenuItem.cpp
MenuBar.cpp ToolButton.cpp ToolBar.cpp ToolTip
.cpp StatusBar.cpp TabCtrl.cpp TreeCtrl.cpp DropTree.cpp DlgColor.cpp ColorPopup.cpp
ColorPusher.cpp FileList.cpp FileSel.cpp FileSelUt
il.cpp PrinterJob.cpp Windows.cpp Win32.cpp TrayIconWin32.cpp TrayIconX11.cpp CtrlUtil.cpp
Update.cpp LNGCtrl.cpp Ch.cpp ChGtk.cpp
ChWin32.cpp
CtrlLib.icpp
----- CtrlCore ( GUI GCC DEBUG SHARED DEBUG_FULL BLITZ LINUX POSIX ) ( 2 / 9 )
BLITZ: DrawWin32.cpp DrawOpWin32.cpp DrawTextWin32.cpp ImageWin32.cpp MetaFile.cpp
DrawX11.cpp DrawOpX11.cpp DrawTextX11.cpp ImageX11.cpp B
ackDraw.cpp SystemDraw.cpp DrawUtil.cpp Frame.cpp CtrlMt.cpp Ctrl.cpp CtrlChild.cpp
CtrlPos.cpp CtrlDraw.cpp CtrlMouse.cpp CtrlKbd.cpp
CtrlTimer.cpp CtrlClip.cpp LocalLoop.cpp Xmlize.cpp TopWindow.cpp Win32Wnd.cpp
Win32Clip.cpp Win32DnD.cpp Win32Proc.cpp TopWin32.cpp DH
Ctrl.cpp X11Wnd.cpp X11Proc.cpp TopWinX11.cpp X11Clip.cpp X11DnD.cpp X11ImgClip.cpp
X11App.cpp X11DHCtrl.cpp ParseRTF.cpp EncodeRTF.cpp

CtrlCore.icpp
----- PdfDraw ( GUI GCC DEBUG SHARED DEBUG_FULL BLITZ LINUX POSIX ) ( 3 / 9 )
BLITZ: TTFStream.cpp TTFStruct.cpp TTFReader.cpp TTFSubset.cpp PdfDraw.cpp
CtrlCore: 42 file(s) built in (0:03.84), 91 msec / file, duration = 9500 msec, parallelization 100%
PdfReport.icpp
----- Draw ( GUI GCC DEBUG SHARED DEBUG_FULL BLITZ LINUX POSIX ) ( 4 / 9 )
BLITZ: DrawLock.cpp Font.cpp FontCR.cpp FontWin32.cpp FontFc.cpp Draw.cpp DrawText.cpp
DrawData.cpp Drawing.cpp ImageAnyDraw.cpp DrawUtil.c
pp DrawTextUtil.cpp Display.cpp Image.cpp ImageBlit.cpp RasterFormat.cpp RasterWrite.cpp
Palette.cpp Raster.cpp RasterEncoder.cpp Image
Op.cpp ImageChOp.cpp ImageScale.cpp MakeCache.cpp DrawRasterData.cpp Cham.cpp
SSettings.cpp
PdfDraw: 6 file(s) built in (0:01.47), 246 msec / file, duration = 4042 msec, parallelization 100%
----- plugin/bmp ( GUI GCC DEBUG SHARED DEBUG_FULL BLITZ LINUX POSIX ) ( 5 / 9 )
BLITZ: Bmp.cpp BmpWrite.cpp Icon.cpp
CtrlLib: 53 file(s) built in (0:10.65), 201 msec / file, duration = 18323 msec, parallelization 100%
BmpReg.icpp
----- RichText ( GUI GCC DEBUG SHARED DEBUG_FULL BLITZ LINUX POSIX ) ( 6 / 9 )
BLITZ: Object.cpp ParaData.cpp ParaType.cpp ParaPaint.cpp TxtData.cpp TxtPaint.cpp
```

TxtOp.cpp Format.cpp TableCell.cpp TableLayout.cpp Table
 Paint.cpp TableData.cpp TextPaint.cpp TextStyle.cpp TextData.cpp TextTable.cpp
 EncodeQtf.cpp ParseQtf.cpp EncodeHTML.cpp Util.cpp
 plugin/bmp: 4 file(s) built in (0:00.88), 222 msec / file, duration = 2801 msec, parallelization 100%
 RichImage.icpp
 Draw: 27 file(s) built in (0:02.07), 76 msec / file, duration = 5221 msec, parallelization 100%
 ----- Core (GUI GCC DEBUG SHARED DEBUG_FULL BLITZ LINUX POSIX) (7 / 9)
 BLITZ: Cpu.cpp Mt.cpp sheap.cpp String.cpp WString.cpp StrUtil.cpp Bom.cpp Path.cpp
 NetNode.cpp App.cpp Stream.cpp BlockStream.cpp Log.cpp
 Debug.cpp Util.cpp mathutil.cpp Random.cpp LocalProcess.cpp Vcont.cpp Hash.cpp
 Callback.cpp TimeDate.cpp Value.cpp Format.cpp Convert.c
 pp Color.cpp Gtypes.cpp t.cpp Lang.cpp LangInfo.cpp parser.cpp XML.cpp Xmlize.cpp Uuid.cpp
 Ptr.cpp z.cpp Topic.cpp CoWork.cpp MD5.cpp S
 HA1.cpp Dli.cpp Win32Util.cpp
 OL_Set.cpp
 RichText: 21 file(s) built in (0:02.89), 137 msec / file, duration = 5471 msec, parallelization 100%
 heaputil.cpp
 lheap.cpp
 heap.cpp
 heapdbg.cpp
 CharSet.cpp
 ----- plugin/png (GUI GCC DEBUG SHARED DEBUG_FULL BLITZ LINUX POSIX) (8 / 9)
 pnglib.c
 pngupp.cpp
 pngreg.icpp
 Core: 48 file(s) built in (0:05.36), 111 msec / file, duration = 8362 msec, parallelization 100%
 ----- HelloWorld (GUI MAIN GCC DEBUG SHARED DEBUG_FULL BLITZ LINUX POSIX) (9 / 9)
 hello.cpp
 plugin/png: 3 file(s) built in (0:01.12), 376 msec / file, duration = 3096 msec, parallelization 100%
 HelloWorld: 1 file(s) built in (0:01.12), 1120 msec / file, duration = 1613 msec, parallelization 34%
 Linking...
 /usr/bin/ld: /home/john/Tmp/upp/out/examples/Draw/GCC.Debug.Debug_full.Gui.Shared/\$blitz.o:
 undefined reference to symbol 'FT_New_Face'
 /usr/bin/ld: note: 'FT_New_Face' is defined in DSO //usr/lib/libfreetype.so.6 so try adding it to the
 linker command line
 //usr/lib/libfreetype.so.6: could not read symbols: Invalid operation
 collect2: ld returned 1 exit status

There were errors. (0:32.29)

Subject: Re: HelloWork - undefined reference to symbol 'FT_New_Face'

Posted by [trader](#) on Mon, 21 Mar 2011 01:51:10 GMT

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U++ only works inside the folder: /home/<user>/upp

It's working now.

I'm impressed, very interesting.

Subject: Re: HelloWorld - undefined reference to symbol 'FT_New_Face'

Posted by [dolik.rce](#) on Mon, 21 Mar 2011 06:35:42 GMT

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trader wrote on Mon, 21 March 2011 02:51U++ only works inside the folder: /home/<user>/upp

It's working now.

I'm impressed, very interesting.

Uh U++ is (should be) location independent. The linking error you got must have been caused by something else... It is related to the topic discussed here. I just wonder why it worked the second time when you tried in /home/<user>/upp instead of /home/<user>/Tmp/upp. Are you sure you used the same sources and same theide (no updates between the two compilations etc.)? There might also be some issue when the sources are build for the first time, I will check that...

Best regards,
Honza

Subject: Re: HelloWorld - undefined reference to symbol 'FT_New_Face'

Posted by [trader](#) on Mon, 21 Mar 2011 15:54:07 GMT

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dolik.rce wrote on Mon, 21 March 2011 03:35Are you sure you used the same sources and same theide (no updates between the two compilations etc.)?

Im sure.

I just delete: /home/john/.upp and /home/john/Tmp/upp/

When start TheIDE, I choose default location (/home/john/upp/). And after this, all examples working.

Subject: Re: HelloWorld - undefined reference to symbol 'FT_New_Face'

Posted by [dolik.rce](#) on Mon, 21 Mar 2011 16:53:54 GMT

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Oh ok, I see what happened That actually was kind of update. The sources are updated automatically from PPA, while the sources in /home must be kept up to date manually (this is long known problem to which I recommended a fix, but it never got enough attention - I guess it is time to try it again). So when you deleted the sources in your home and copied in the newer ones from /usr/share/upp, you also got the new Draw.upp which fixes the problem with freetype and the new ubuntu linker. It would actually even work as well if you deleted those files and reinstalled them into the very same location

Honza

Subject: Re: HelloWorld - undefined reference to symbol 'FT_New_Face'

Posted by [jibe](#) on Tue, 22 Mar 2011 10:30:18 GMT

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Hi,

Just for information : I'm not shure to understand well the problem, and have no time now to read your link, dolik.rce...

I had a similar problem, with Ubuntu 10.04. I don't remember the version of Upp, I updated it since this time. I wanted to install on a shared folder on a server, and it was not working. Finally, I solved the problem by installing in /home/<user>/upp...

Just to confirm that trader is not alone to have this problem

Subject: Re: HelloWorld - undefined reference to symbol 'FT_New_Face'

Posted by [dolik.rce](#) on Tue, 22 Mar 2011 11:21:20 GMT

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Thanks for note jibe, but I really believe that you just hit the same problem, where reinstallation solves it by (de facto) updating the sources

I personally use several installations on various weird places and in multiple systems (Arch, virtualized ubuntu, virtualized BSD, wine,...) and never had a problem with it.

Honza
