Subject: Problem with linking against HexView on Linux
Posted by Novo on Sat, 09 Jun 2012 20:32:43 GMT

I met a strange problem linking against HexView on Linux. Linker is complaining about undefined references in all configurations. In case of BLITZ I couldn't see BLITZ-related part. In case of non-BLITZ configurations I can see linking against HexView.a, but this still results into undefined references.

I do not have such problem in Windows.

Any idea what can be wrong in this case?

Upp rev. 5046 (latest)

TIA

Subject: Re: Problem with linking against HexView on Linux
Posted by BioBytes on Mon, 11 Jun 2012 20:59:45 GMT

Hi Novo,

I have no experience with HexView but I have a silly idea: did you check that the source files did not contain OS-specific code that coukd explain all is linking correctly under Windows and not under Linux.

Regarding blitz, I know that I have to configure specifically my project unchecking Core, ide/Core to be able to compile correctly. If not, I get linker errors messages using MSC9 or MSC10.

Regards
Biobytes

Subject: Re: Problem with linking against HexView on Linux
Posted by Novo on Thu, 14 Jun 2012 03:38:03 GMT

Nop, my code doesn't have any OS-specific defines. I attached a project.

I do not understand why HexView is not listed as a project when I'm viewing the uppsrc nest, although it is listed when I'm adding a new package to a project.

It looks like I'm missing something.

File Attachments

1) `gex.zip`, downloaded 366 times

Subject: Re: Problem with linking against HexView on Linux
Posted by BioBytes on Thu, 14 Jun 2012 19:53:12 GMT
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Hello Novo,

I tried your code and all is compiling perfectly using either MSC9 or MSC10 (debug mode, unchecking blitz for Core lib).

I noted that the HexView.cpp file is specific for Win32 platform (#ifdef PLATFORM_WIN32). It could be a problem under Linux. Perhaps I"m wrong but it should be considered.

_____

Regards

Biobytes

Subject: Re: Problem with linking against HexView on Linux
Posted by Novo on Fri, 15 Jun 2012 04:34:52 GMT
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Thank you for pointing out! I didn't expect such kind of problems from UPP ...