
Subject: error LNK2019 when using CtrlLib/CtrlLib.h
Posted by [DrinkWatah](#) on Thu, 25 Oct 2012 01:09:34 GMT
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error LNK2019: unresolved external symbol "void * __cdecl Upp::MemoryAlloc(unsigned int)"
(?MemoryAlloc@Upp@@YAPAXI@Z) referenced in function "void * __cdecl operator
new(unsigned int)" (??2@YAPAXI@Z)
main.obj : error LNK2019: unresolved external symbol "void __cdecl Upp::MemoryFree(void *)"
(?MemoryFree@Upp@@YAXPAX@Z) referenced in function "void __cdecl operator delete(void
*)" (??3@YAXPAX@Z)
MSVCRT.lib(crtexe.obj) : error LNK2019: unresolved external symbol _main referenced in
function __tmainCRTStartup

I'm running the following GUI tutorial

```
#include <CtrlLib/CtrlLib.h>

using namespace Upp;

GUI_APP_MAIN{
    PromptOK("Hello world");
}
```

While troubleshooting, I also get an error stating that namespace UPP does not exist
what am I doing wrong?

thanks

Subject: Re: error LNK2019 when using CtrlLib/CtrlLib.h
Posted by [nneilson](#) on Thu, 25 Oct 2012 01:35:06 GMT
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That is ../tutorial/Gui01.

What is your OS?
What compiler are you using?

If you downloaded and installed Upp and a compiler for your OS it should run.

Subject: Re: error LNK2019 when using CtrlLib/CtrlLib.h
Posted by [DrinkWatah](#) on Thu, 25 Oct 2012 02:03:15 GMT
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thanks for the reply

OS: Win 7
Compiler: VS10

I successfully ran the console example of hello world

Subject: Re: error LNK2019 when using CtrlLib/CtrlLib.h
Posted by [DrinkWatah](#) on Thu, 25 Oct 2012 02:51:47 GMT
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Solved.

Had the IDE build mode set for Optimal, changed it to debug and it works now. Not sure why though

Subject: Re: error LNK2019 when using CtrlLib/CtrlLib.h
Posted by [BioBytes](#) on Thu, 25 Oct 2012 20:49:24 GMT
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Hi DrinkWatah,

Do you mean that you can compile only under debug mode

Normally you should be able to compile under debug and optimal mode using MSC10 (my system is WinXP and no problem for compiling under both modes).

Could you post your configuration builds (as shown in the IDE menu "Setup/Build methods")?

Regards
Biobytes

Subject: Re: error LNK2019 when using CtrlLib/CtrlLib.h
Posted by [DrinkWatah](#) on Thu, 25 Oct 2012 22:42:48 GMT
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Hey BioBytes, thanks for the reply

For clarification, in a span of a few minutes, I solved one problem and then encountered another. The first problem, getting the error LNK2019, I solved by simply adding the Ctrl package. But then when I attempted to build, theIDE would always crash with the optimal build option

I wasn't sure whether both problems were related, so when I replied with my solution, I did not make clear which problem the solution satisfied

I found it strange that anytime I built the program with optimal option, theIDE would crash. Even with the basic tutorial code. Once I made that debug option switch, it worked

So I created a new project. Set the configuration for optimal build, it took awhile, but it now works. I'm not sure why theIDE was crashing before however

File Attachments

1) [setupBuild.png](#), downloaded 412 times

Subject: Re: error LNK2019 when using CtrlLib/CtrlLib.h
Posted by [BioBytes](#) on Fri, 26 Oct 2012 08:22:19 GMT
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Hi DrinkWatah,

Your configuration is exactly the same I have except the path is bin/v7.1 on my system (SDK win7) but all seems correct.

Could you show the configuration in "Build/output mode" ? You can get it in Theide main menu?

Cheers
Biobytes

Subject: Re: error LNK2019 when using CtrlLib/CtrlLib.h
Posted by [DrinkWatah](#) on Fri, 26 Oct 2012 23:48:32 GMT
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File Attachments

1) [buildOutput.png](#), downloaded 391 times

Subject: Re: error LNK2019 when using CtrlLib/CtrlLib.h

Posted by [BioBytes](#) on Mon, 29 Oct 2012 09:17:22 GMT

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Hello DrinkWatah,

Sorry for delayed reply due to be busy with family this week-end. Could you uncheck optimal mode in "Output" menu window and select optimal mode in main menu bar (using the droplist beside the droplist showing "GUI") of Ide and compile your project ?

Let me know

Regards

Biobytes

Subject: Re: error LNK2019 when using CtrlLib/CtrlLib.h

Posted by [BioBytes](#) on Tue, 30 Oct 2012 08:24:49 GMT

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Hello,

This sounds as a lacking lib. I strongly suggest you update your system with the latest nightly builds (for me UPP 5491) so no link problem happens with MSC10.

If not perhaps you should check the Core.upp file with text editor and post its content.

Regards

Biobytes
