
Subject: Linking error again

Posted by [idkfa46](#) on Sat, 01 Jun 2013 10:58:46 GMT

[View Forum Message](#) <> [Reply to Message](#)

Hi guys,

this morning I compiled my app and I received the following linking error:

Linking...

\$blitz.obj : error LNK2001: simbolo esterno "public: class Upp::Ctrl & __thiscall Upp::Ctrl::SizePos(void)" (?SizePos@Ctrl@Upp@@@QAEAAV12@XZ) non risolto

\$blitz.obj : error LNK2001: simbolo esterno "public: class Upp::Ctrl & __thiscall Upp::Ctrl::SizePos(void)" (?SizePos@Ctrl@Upp@@@QAEAAV12@XZ) non risolto

\$blitz.obj : error LNK2001: simbolo esterno "public: class Upp::Ctrl & __thiscall Upp::Ctrl::SizePos(void)" (?SizePos@Ctrl@Upp@@@QAEAAV12@XZ) non risolto

\$blitz.obj : error LNK2019: riferimento al simbolo esterno "public: class Upp::Ctrl & __thiscall Upp::Ctrl::SizePos(void)" (?SizePos@Ctrl@Upp@@@QAEAAV12@XZ) non risolto nella funzione "public: __thiscall STActrl::STActrl(void)" (??0STActrl@@@QAE@XZ)

\$blitz.obj : error LNK2001: simbolo esterno "public: class Upp::Ctrl & __thiscall Upp::Ctrl::SizePos(void)" (?SizePos@Ctrl@Upp@@@QAEAAV12@XZ) non risolto

\$blitz.obj : error LNK2001: simbolo esterno "public: class Upp::Ctrl & __thiscall Upp::Ctrl::SizePos(void)" (?SizePos@Ctrl@Upp@@@QAEAAV12@XZ) non risolto

\$blitz.obj : error LNK2001: simbolo esterno "public: class Upp::Ctrl & __thiscall Upp::Ctrl::SizePos(void)" (?SizePos@Ctrl@Upp@@@QAEAAV12@XZ) non risolto

\$blitz.obj : error LNK2001: simbolo esterno "public: class Upp::Ctrl & __thiscall Upp::Ctrl::AddFrame(class Upp::CtrlFrame &)" (?AddFrame@Ctrl@Upp@@@QAEAAV12@AAVCtrlFrame@2@@@Z) non risolto

\$blitz.obj : error LNK2001: simbolo esterno "public: class Upp::Ctrl & __thiscall Upp::Ctrl::AddFrame(class Upp::CtrlFrame &)" (?AddFrame@Ctrl@Upp@@@QAEAAV12@AAVCtrlFrame@2@@@Z) non risolto

\$blitz.obj : error LNK2019: riferimento al simbolo esterno "public: class Upp::Ctrl & __thiscall Upp::Ctrl::AddFrame(class Upp::CtrlFrame &)" (?AddFrame@Ctrl@Upp@@@QAEAAV12@AAVCtrlFrame@2@@@Z) non risolto nella funzione "public: __thiscall STActrl::STActrl(void)" (??0STActrl@@@QAE@XZ)

\$blitz.obj : error LNK2001: simbolo esterno "public: class Upp::Ctrl & __thiscall Upp::Ctrl::AddFrame(class Upp::CtrlFrame &)" (?AddFrame@Ctrl@Upp@@@QAEAAV12@AAVCtrlFrame@2@@@Z) non risolto

\$blitz.obj : error LNK2001: simbolo esterno "public: class Upp::Ctrl & __thiscall Upp::Ctrl::AddFrame(class Upp::CtrlFrame &)" (?AddFrame@Ctrl@Upp@@@QAEAAV12@AAVCtrlFrame@2@@@Z) non risolto

\$blitz.obj : error LNK2001: simbolo esterno "public: class Upp::Ctrl & __thiscall

```

Upp::Ctrl::AddFrame(class Upp::CtrlFrame &)" (?AddFrame@Ctrl@Upp@@@Q
AEAAV12@AAVCtrlFrame@2@@@Z) non risolto
$blitz.obj : error LNK2019: riferimento al simbolo esterno "public: class Upp::TopWindow &
__thiscall Upp::TopWindow::Sizeable(bool)" (?Sizeable@TopW
indow@Upp@@@QAEAAV12@_N@Z) non risolto nella funzione "public: __thiscall
STActrl::STActrl(void)" (??0STActrl@@@QAE@XZ)
$blitz.obj : error LNK2001: simbolo esterno "public: class Upp::TopWindow & __thiscall
Upp::TopWindow::Sizeable(bool)" (?Sizeable@TopWindow@Upp@@@QAEA
AV12@_N@Z) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: class Upp::TopWindow & __thiscall
Upp::TopWindow::Sizeable(bool)" (?Sizeable@TopWindow@Upp@@@QAEA
AV12@_N@Z) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: class Upp::TopWindow & __thiscall
Upp::TopWindow::Sizeable(bool)" (?Sizeable@TopWindow@Upp@@@QAEA
AV12@_N@Z) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall
Upp::Ctrl::NcCreate(struct HWND__ *)" (?NcCreate@Ctrl@Upp@@@UAEXPAUHWND__
@@@Z) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall
Upp::Ctrl::NcCreate(struct HWND__ *)" (?NcCreate@Ctrl@Upp@@@UAEXPAUHWND__
@@@Z) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall
Upp::Ctrl::NcCreate(struct HWND__ *)" (?NcCreate@Ctrl@Upp@@@UAEXPAUHWND__
@@@Z) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall
Upp::Ctrl::NcCreate(struct HWND__ *)" (?NcCreate@Ctrl@Upp@@@UAEXPAUHWND__
@@@Z) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall
Upp::Ctrl::NcCreate(struct HWND__ *)" (?NcCreate@Ctrl@Upp@@@UAEXPAUHWND__
@@@Z) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall
Upp::Ctrl::NcCreate(struct HWND__ *)" (?NcCreate@Ctrl@Upp@@@UAEXPAUHWND__
@@@Z) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall
Upp::Ctrl::NcCreate(struct HWND__ *)" (?NcCreate@Ctrl@Upp@@@UAEXPAUHWND__
@@@Z) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall
Upp::Ctrl::NcCreate(struct HWND__ *)" (?NcCreate@Ctrl@Upp@@@UAEXPAUHWND__
@@@Z) non risolto
$blitz.obj : error LNK2019: riferimento al simbolo esterno "public: virtual void __thiscall
Upp::Ctrl::NcCreate(struct HWND__ *)" (?NcCreate@Ctrl@Upp
@@@UAEXPAUHWND__@@@Z) non risolto nella funzione "private: class Upp::String __thiscall
Pressoflessione::Pressoflessioneqtf(void)" (?Pressoflessioneqt
f@Pressoflessione@@AAE?AVString@Upp@@@XZ)
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall
Upp::Ctrl::NcCreate(struct HWND__ *)" (?NcCreate@Ctrl@Upp@@@UAEXPAUHWND__
@@@Z) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall
Upp::Ctrl::NcDestroy(void)" (?NcDestroy@Ctrl@Upp@@@UAEXXZ) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall
Upp::Ctrl::NcDestroy(void)" (?NcDestroy@Ctrl@Upp@@@UAEXXZ) non risolto

```

Page 3 of 94 ---- Generated from U++ Forum

```

)" (?WindowProc@TopWindow@Upp@@@UAEJIIJ@Z) non risolto nella funzione "public:
__thiscall ImpostazioniCtrl::ImpostazioniCtrl(class Impostazioni &)" (?
?0ImpostazioniCtrl@@QAE@AAVImpostazioni@@@Z)
$blitz.obj : error LNK2001: simbolo esterno "public: virtual long __thiscall
Upp::TopWindow::WindowProc(unsigned int,unsigned int,long)" (?WindowProc
@TopWindow@Upp@@@UAEJIIJ@Z) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual bool __thiscall
Upp::TopWindow::Accept(void)" (?Accept@TopWindow@Upp@@@UAE_NXZ) non risol
to
$blitz.obj : error LNK2001: simbolo esterno "public: virtual bool __thiscall
Upp::TopWindow::Accept(void)" (?Accept@TopWindow@Upp@@@UAE_NXZ) non risol
to
$blitz.obj : error LNK2001: simbolo esterno "public: virtual bool __thiscall
Upp::TopWindow::Accept(void)" (?Accept@TopWindow@Upp@@@UAE_NXZ) non risol
to
$blitz.obj : error LNK2001: simbolo esterno "public: virtual bool __thiscall
Upp::TopWindow::Accept(void)" (?Accept@TopWindow@Upp@@@UAE_NXZ) non risol
to
$blitz.obj : error LNK2001: simbolo esterno "public: virtual bool __thiscall
Upp::TopWindow::Accept(void)" (?Accept@TopWindow@Upp@@@UAE_NXZ) non risol
to
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall
Upp::TopWindow::Reject(void)" (?Reject@TopWindow@Upp@@@UAEXXZ) non risolto
0
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall
Upp::TopWindow::Reject(void)" (?Reject@TopWindow@Upp@@@UAEXXZ) non risolto
0
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall
Upp::TopWindow::Reject(void)" (?Reject@TopWindow@Upp@@@UAEXXZ) non risolto
0
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall
Upp::TopWindow::Reject(void)" (?Reject@TopWindow@Upp@@@UAEXXZ) non risolto
0
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall
Upp::TopWindow::Reject(void)" (?Reject@TopWindow@Upp@@@UAEXXZ) non risolto
0
$blitz.obj : error LNK2019: riferimento al simbolo esterno "public: virtual void __thiscall
Upp::Ctrl::SetData(class Upp::Value const &)" (?SetData@C
trl@Upp@@@UAEXABVValue@2@@@Z) non risolto nella funzione "public: void __thiscall
Johansen::legnoacciaio2PTALA(void)" (?legnoacciaio2PTALA@Johansen@@@QA
EXXZ)
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall Upp::Ctrl::SetData(class
Upp::Value const &)" (?SetData@Ctrl@Upp@@@UAEXAB
VValue@2@@@Z) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall Upp::Ctrl::SetData(class
Upp::Value const &)" (?SetData@Ctrl@Upp@@@UAEXAB
VValue@2@@@Z) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall Upp::Ctrl::SetData(class

```

Upp::Value const &)" (?SetData@Ctrl@Upp@@@UAEXAB
VValue@2@@@Z) non risolto

\$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall Upp::Ctrl::SetData(class
Upp::Value const &)" (?SetData@Ctrl@Upp@@@UAEXAB
VValue@2@@@Z) non risolto

\$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall Upp::Ctrl::SetData(class
Upp::Value const &)" (?SetData@Ctrl@Upp@@@UAEXAB
VValue@2@@@Z) non risolto

\$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall Upp::Ctrl::SetData(class
Upp::Value const &)" (?SetData@Ctrl@Upp@@@UAEXAB
VValue@2@@@Z) non risolto

\$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall Upp::Ctrl::SetData(class
Upp::Value const &)" (?SetData@Ctrl@Upp@@@UAEXAB
VValue@2@@@Z) non risolto

\$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall Upp::Ctrl::SetData(class
Upp::Value const &)" (?SetData@Ctrl@Upp@@@UAEXAB
VValue@2@@@Z) non risolto

\$blitz.obj : error LNK2001: simbolo esterno "public: virtual class Upp::Value __thiscall
Upp::Ctrl::GetData(void)const " (?GetData@Ctrl@Upp@@@UBE?AVVa
lue@2@XZ) non risolto

\$blitz.obj : error LNK2001: simbolo esterno "public: virtual class Upp::Value __thiscall
Upp::Ctrl::GetData(void)const " (?GetData@Ctrl@Upp@@@UBE?AVVa
lue@2@XZ) non risolto

\$blitz.obj : error LNK2001: simbolo esterno "public: virtual class Upp::Value __thiscall
Upp::Ctrl::GetData(void)const " (?GetData@Ctrl@Upp@@@UBE?AVVa
lue@2@XZ) non risolto

\$blitz.obj : error LNK2001: simbolo esterno "public: virtual class Upp::Value __thiscall
Upp::Ctrl::GetData(void)const " (?GetData@Ctrl@Upp@@@UBE?AVVa
lue@2@XZ) non risolto

\$blitz.obj : error LNK2001: simbolo esterno "public: virtual class Upp::Value __thiscall
Upp::Ctrl::GetData(void)const " (?GetData@Ctrl@Upp@@@UBE?AVVa
lue@2@XZ) non risolto

\$blitz.obj : error LNK2001: simbolo esterno "public: virtual class Upp::Value __thiscall
Upp::Ctrl::GetData(void)const " (?GetData@Ctrl@Upp@@@UBE?AVVa
lue@2@XZ) non risolto

\$blitz.obj : error LNK2001: simbolo esterno "public: virtual class Upp::Value __thiscall
Upp::Ctrl::GetData(void)const " (?GetData@Ctrl@Upp@@@UBE?AVVa
lue@2@XZ) non risolto

\$blitz.obj : error LNK2001: simbolo esterno "public: virtual class Upp::Value __thiscall
Upp::Ctrl::GetData(void)const " (?GetData@Ctrl@Upp@@@UBE?AVVa
lue@2@XZ) non risolto

\$blitz.obj : error LNK2001: simbolo esterno "public: virtual class Upp::Value __thiscall
Upp::Ctrl::GetData(void)const " (?GetData@Ctrl@Upp@@@UBE?AVVa
lue@2@XZ) non risolto

\$blitz.obj : error LNK2019: riferimento al simbolo esterno "public: virtual class Upp::Value
__thiscall Upp::Ctrl::GetData(void)const " (?GetData@Ctrl@Upp@@@UBE?AVVa
lue@2@XZ) non risolto nella funzione "private: class Upp::String
__thiscall Pressoflessione::Pressoflessioneqtf(void)" (?Pressoflessio
neqtf@Pressoflessione@@AAE?AVString@Upp@@@XZ)

\$blitz.obj : error LNK2001: simbolo esterno "public: virtual class Upp::Value __thiscall
Upp::Ctrl::GetData(void)const " (?GetData@Ctrl@Upp@@@UBE?AVVa
lue@2@XZ) non risolto

\$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall Upp::Ctrl::Serialize(class
Upp::Stream &)" (?Serialize@Ctrl@Upp@@@UAEXAAV

Stream@2@@Z) non risolto
 \$blitz.obj : error LNK2019: riferimento al simbolo esterno "public: virtual void __thiscall Upp::Ctrl::Serialize(class Upp::Stream &)" (?Serialize@Ctrl@Upp@@UAE@XZ) non risolto nella funzione "public: __thiscall Upp::GridCtrl::GridCtrl(void)" (??0GridCtrl@Upp@@QAE@XZ)
 \$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall Upp::Ctrl::Serialize(class Upp::Stream &)" (?Serialize@Ctrl@Upp@@UAE@XZ) non risolto
 Stream@2@@Z) non risolto
 \$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall Upp::Ctrl::Serialize(class Upp::Stream &)" (?Serialize@Ctrl@Upp@@UAE@XZ) non risolto
 Stream@2@@Z) non risolto
 \$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall Upp::Ctrl::Serialize(class Upp::Stream &)" (?Serialize@Ctrl@Upp@@UAE@XZ) non risolto
 Stream@2@@Z) non risolto
 \$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall Upp::Ctrl::Serialize(class Upp::Stream &)" (?Serialize@Ctrl@Upp@@UAE@XZ) non risolto
 Stream@2@@Z) non risolto
 \$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall Upp::Ctrl::Serialize(class Upp::Stream &)" (?Serialize@Ctrl@Upp@@UAE@XZ) non risolto
 Stream@2@@Z) non risolto
 \$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall Upp::Ctrl::Serialize(class Upp::Stream &)" (?Serialize@Ctrl@Upp@@UAE@XZ) non risolto
 Stream@2@@Z) non risolto
 \$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall Upp::Ctrl::Serialize(class Upp::Stream &)" (?Serialize@Ctrl@Upp@@UAE@XZ) non risolto
 Stream@2@@Z) non risolto
 \$blitz.obj : error LNK2019: riferimento al simbolo esterno "public: virtual void __thiscall Upp::Ctrl::Jsonize(class Upp::JsonIO &)" (?Jsonize@Ctrl@Upp@@UAE@XZ) non risolto nella funzione __ehandler\$?legnoacciaio2PTALA@Johansen@@QAE@XZ
 \$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall Upp::Ctrl::Jsonize(class Upp::JsonIO &)" (?Jsonize@Ctrl@Upp@@UAE@XZ) non risolto
 IO@2@@Z) non risolto
 \$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall Upp::Ctrl::Jsonize(class Upp::JsonIO &)" (?Jsonize@Ctrl@Upp@@UAE@XZ) non risolto
 IO@2@@Z) non risolto
 \$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall Upp::Ctrl::Jsonize(class Upp::JsonIO &)" (?Jsonize@Ctrl@Upp@@UAE@XZ) non risolto
 IO@2@@Z) non risolto
 \$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall Upp::Ctrl::Jsonize(class Upp::JsonIO &)" (?Jsonize@Ctrl@Upp@@UAE@XZ) non risolto
 IO@2@@Z) non risolto
 \$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall Upp::Ctrl::Jsonize(class Upp::JsonIO &)" (?Jsonize@Ctrl@Upp@@UAE@XZ) non risolto
 IO@2@@Z) non risolto
 \$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall Upp::Ctrl::Jsonize(class Upp::JsonIO &)" (?Jsonize@Ctrl@Upp@@UAE@XZ) non risolto
 IO@2@@Z) non risolto

\$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall Upp::Ctrl::Jsonize(class Upp::JsonIO &)" (?Jsonize@Ctrl@Upp@@@UAEXAAVJsonIO@2@@@Z) non risolto

\$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall Upp::Ctrl::Jsonize(class Upp::JsonIO &)" (?Jsonize@Ctrl@Upp@@@UAEXAAVJsonIO@2@@@Z) non risolto

\$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall Upp::Ctrl::Xmlize(class Upp::XmlIO &)" (?Xmlize@Ctrl@Upp@@@UAEXAAVXmlIO@2@@@Z) non risolto

\$blitz.obj : error LNK2019: riferimento al simbolo esterno "public: virtual void __thiscall Upp::Ctrl::Xmlize(class Upp::XmlIO &)" (?Xmlize@Ctrl@Upp@@@UAEXAAVXmlIO@2@@@Z) non risolto nella funzione "public: __thiscall Upp::GridCtrl::GridCtrl(void)" (??0GridCtrl@Upp@@@QAE@XZ)

\$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall Upp::Ctrl::Xmlize(class Upp::XmlIO &)" (?Xmlize@Ctrl@Upp@@@UAEXAAVXmlIO@2@@@Z) non risolto

\$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall Upp::Ctrl::Xmlize(class Upp::XmlIO &)" (?Xmlize@Ctrl@Upp@@@UAEXAAVXmlIO@2@@@Z) non risolto

\$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall Upp::Ctrl::Xmlize(class Upp::XmlIO &)" (?Xmlize@Ctrl@Upp@@@UAEXAAVXmlIO@2@@@Z) non risolto

\$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall Upp::Ctrl::Xmlize(class Upp::XmlIO &)" (?Xmlize@Ctrl@Upp@@@UAEXAAVXmlIO@2@@@Z) non risolto

\$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall Upp::Ctrl::Xmlize(class Upp::XmlIO &)" (?Xmlize@Ctrl@Upp@@@UAEXAAVXmlIO@2@@@Z) non risolto

\$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall Upp::Ctrl::Xmlize(class Upp::XmlIO &)" (?Xmlize@Ctrl@Upp@@@UAEXAAVXmlIO@2@@@Z) non risolto

\$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall Upp::Ctrl::Xmlize(class Upp::XmlIO &)" (?Xmlize@Ctrl@Upp@@@UAEXAAVXmlIO@2@@@Z) non risolto

\$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall Upp::Ctrl::SetModify(void)" (?SetModify@Ctrl@Upp@@@UAEXXZ) non risolto

\$blitz.obj : error LNK2019: riferimento al simbolo esterno "public: virtual void __thiscall Upp::Ctrl::SetModify(void)" (?SetModify@Ctrl@Upp@@@UAEXXZ) non risolto nella funzione "public: void __thiscall Upp::GridCtrl::StdToolBar(class Upp::Bar &)" (?StdToolBar@GridCtrl@Upp@@@QAEXAAVBar@2@@@Z)

\$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall Upp::Ctrl::SetModify(void)" (?SetModify@Ctrl@Upp@@@UAEXXZ) non risolto

\$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall Upp::Ctrl::SetModify(void)" (?SetModify@Ctrl@Upp@@@UAEXXZ) non risolto

\$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall Upp::Ctrl::SetModify(void)" (?SetModify@Ctrl@Upp@@@UAEXXZ) non risolto

\$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall Upp::Ctrl::SetModify(void)" (?SetModify@Ctrl@Upp@@@UAEXXZ) non risolto

```

$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall
Upp::Ctrl::SetModify(void)" (?SetModify@Ctrl@Upp@@@UAEXXZ) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall
Upp::Ctrl::SetModify(void)" (?SetModify@Ctrl@Upp@@@UAEXXZ) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall
Upp::Ctrl::SetModify(void)" (?SetModify@Ctrl@Upp@@@UAEXXZ) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall
Upp::Ctrl::ClearModify(void)" (?ClearModify@Ctrl@Upp@@@UAEXXZ) non risolto
0
$blitz.obj : error LNK2019: riferimento al simbolo esterno "public: virtual void __thiscall
Upp::Ctrl::ClearModify(void)" (?ClearModify@Ctrl@Upp@@@UAE
XXZ) non risolto nella funzione "public: void __thiscall Upp::GridCtrl::StdToolBar(class Upp::Bar
&)" (?StdToolBar@GridCtrl@Upp@@@QAEXAAVBar@2@@@Z)
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall
Upp::Ctrl::ClearModify(void)" (?ClearModify@Ctrl@Upp@@@UAEXXZ) non risolto
0
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall
Upp::Ctrl::ClearModify(void)" (?ClearModify@Ctrl@Upp@@@UAEXXZ) non risolto
0
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall
Upp::Ctrl::ClearModify(void)" (?ClearModify@Ctrl@Upp@@@UAEXXZ) non risolto
0
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall
Upp::Ctrl::ClearModify(void)" (?ClearModify@Ctrl@Upp@@@UAEXXZ) non risolto
0
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall
Upp::Ctrl::ClearModify(void)" (?ClearModify@Ctrl@Upp@@@UAEXXZ) non risolto
0
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall
Upp::Ctrl::ClearModify(void)" (?ClearModify@Ctrl@Upp@@@UAEXXZ) non risolto
0
$blitz.obj : error LNK2001: simbolo esterno "public: virtual bool __thiscall
Upp::Ctrl::IsModified(void)const " (?IsModified@Ctrl@Upp@@@UBE_NXZ) non r
isolto
$blitz.obj : error LNK2019: riferimento al simbolo esterno "public: virtual bool __thiscall
Upp::Ctrl::IsModified(void)const " (?IsModified@Ctrl@Upp@
@UBE_NXZ) non risolto nella funzione "public: void __thiscall Upp::GridCtrl::StdToolBar(class
Upp::Bar &)" (?StdToolBar@GridCtrl@Upp@@@QAEXAAVBar@2@@@Z
)
$blitz.obj : error LNK2001: simbolo esterno "public: virtual bool __thiscall
Upp::Ctrl::IsModified(void)const " (?IsModified@Ctrl@Upp@@@UBE_NXZ) non r
isolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual bool __thiscall
Upp::Ctrl::IsModified(void)const " (?IsModified@Ctrl@Upp@@@UBE_NXZ) non r
isolto

```

\$blitz.obj : error LNK2001: simbolo esterno "public: virtual bool __thiscall Upp::Ctrl::IsModified(void)const " (?IsModified@Ctrl@Upp@@@UBE_NXZ) non risolto

\$blitz.obj : error LNK2001: simbolo esterno "public: virtual bool __thiscall Upp::Ctrl::IsModified(void)const " (?IsModified@Ctrl@Upp@@@UBE_NXZ) non risolto

\$blitz.obj : error LNK2001: simbolo esterno "public: virtual bool __thiscall Upp::Ctrl::IsModified(void)const " (?IsModified@Ctrl@Upp@@@UBE_NXZ) non risolto

\$blitz.obj : error LNK2001: simbolo esterno "public: virtual bool __thiscall Upp::Ctrl::IsModified(void)const " (?IsModified@Ctrl@Upp@@@UBE_NXZ) non risolto

\$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall Upp::TopWindow::Paint(class Upp::Draw &) (?Paint@TopWindow@Upp@@@UAEXAAV Draw@2@@@Z) non risolto

\$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall Upp::TopWindow::Paint(class Upp::Draw &)" (?Paint@TopWindow@Upp@@@UAEXAAV Draw@2@@@Z) non risolto

\$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall Upp::TopWindow::Paint(class Upp::Draw &) (?Paint@TopWindow@Upp@@@UAEXAAV Draw@2@@@Z) non risolto

\$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall Upp::TopWindow::Paint(class Upp::Draw &)" (?Paint@TopWindow@Upp@@@UAEXAAV Draw@2@@@Z) non risolto

\$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall Upp::TopWindow::Paint(class Upp::Draw &) (?Paint@TopWindow@Upp@@@UAEXAAV Draw@2@@@Z) non risolto

\$blitz.obj : error LNK2001: simbolo esterno "public: virtual int __thiscall Upp::Ctrl::OverPaint(void)const " (?OverPaint@Ctrl@Upp@@@UBEHXZ) non risolto

\$blitz.obj : error LNK2019: riferimento al simbolo esterno "public: virtual int __thiscall Upp::Ctrl::OverPaint(void)const " (?OverPaint@Ctrl@Upp@@@UBEHXZ) non risolto nella funzione "public: void __thiscall Upp::GridCtrl::StdToolBar(class Upp::Bar &) (?StdToolBar@GridCtrl@Upp@@@QAEXAAVBar@2@@@Z)

\$blitz.obj : error LNK2001: simbolo esterno "public: virtual int __thiscall Upp::Ctrl::OverPaint(void)const " (?OverPaint@Ctrl@Upp@@@UBEHXZ) non risolto

\$blitz.obj : error LNK2001: simbolo esterno "public: virtual int __thiscall Upp::Ctrl::OverPaint(void)const " (?OverPaint@Ctrl@Upp@@@UBEHXZ) non risolto

\$blitz.obj : error LNK2001: simbolo esterno "public: virtual int __thiscall Upp::Ctrl::OverPaint(void)const " (?OverPaint@Ctrl@Upp@@@UBEHXZ) non risolto

\$blitz.obj : error LNK2001: simbolo esterno "public: virtual int __thiscall Upp::Ctrl::OverPaint(void)const " (?OverPaint@Ctrl@Upp@@@UBEHXZ) non risolto

```
to
$blitz.obj : error LNK2001: simbolo esterno "public: virtual int __thiscall
Upp::Ctrl::OverPaint(void)const " (?OverPaint@Ctrl@Upp@@@UBEHXZ) non risol
to
$blitz.obj : error LNK2001: simbolo esterno "public: virtual int __thiscall
Upp::Ctrl::OverPaint(void)const " (?OverPaint@Ctrl@Upp@@@UBEHXZ) non risol
to
$blitz.obj : error LNK2001: simbolo esterno "public: virtual int __thiscall
Upp::Ctrl::OverPaint(void)const " (?OverPaint@Ctrl@Upp@@@UBEHXZ) non risol
to
$blitz.obj : error LNK2019: riferimento al simbolo esterno "public: virtual void __thiscall
Upp::Ctrl::CancelMode(void)" (?CancelMode@Ctrl@Upp@@@UAEXX
Z) non risolto nella funzione "public: double __thiscall Chiodi::fhk(bool,double,double)"
(?fhk@Chiodi@@@QAEN_NNN@Z)
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall
Upp::Ctrl::CancelMode(void)" (?CancelMode@Ctrl@Upp@@@UAEXXZ) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall
Upp::Ctrl::CancelMode(void)" (?CancelMode@Ctrl@Upp@@@UAEXXZ) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall
Upp::Ctrl::CancelMode(void)" (?CancelMode@Ctrl@Upp@@@UAEXXZ) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall
Upp::Ctrl::CancelMode(void)" (?CancelMode@Ctrl@Upp@@@UAEXXZ) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall
Upp::Ctrl::CancelMode(void)" (?CancelMode@Ctrl@Upp@@@UAEXXZ) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall
Upp::Ctrl::CancelMode(void)" (?CancelMode@Ctrl@Upp@@@UAEXXZ) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall
Upp::Ctrl::CancelMode(void)" (?CancelMode@Ctrl@Upp@@@UAEXXZ) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall
Upp::Ctrl::CancelMode(void)" (?CancelMode@Ctrl@Upp@@@UAEXXZ) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall
Upp::TopWindow::Activate(void)" (?Activate@TopWindow@Upp@@@UAEXXZ) non ri
solto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall
Upp::TopWindow::Activate(void)" (?Activate@TopWindow@Upp@@@UAEXXZ) non ri
solto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall
Upp::TopWindow::Activate(void)" (?Activate@TopWindow@Upp@@@UAEXXZ) non ri
solto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall
Upp::TopWindow::Activate(void)" (?Activate@TopWindow@Upp@@@UAEXXZ) non ri
solto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall
Upp::TopWindow::Activate(void)" (?Activate@TopWindow@Upp@@@UAEXXZ) non ri
solto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall
Upp::TopWindow::Deactivate(void)" (?Deactivate@TopWindow@Upp@@@UAEXXZ) no
n risolto
```

\$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall Upp::TopWindow::Deactivate(void)" (?Deactivate@TopWindow@Upp@@@UAEXXZ) non risolto

\$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall Upp::TopWindow::Deactivate(void)" (?Deactivate@TopWindow@Upp@@@UAEXXZ) non risolto

\$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall Upp::TopWindow::Deactivate(void)" (?Deactivate@TopWindow@Upp@@@UAEXXZ) non risolto

\$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall Upp::TopWindow::Deactivate(void)" (?Deactivate@TopWindow@Upp@@@UAEXXZ) non risolto

\$blitz.obj : error LNK2019: riferimento al simbolo esterno "public: virtual class Upp::Image __thiscall Upp::Ctrl::FrameMouseEvent(int,struct Upp::Point<int>,int,unsigned long)" (?FrameMouseEvent@Ctrl@Upp@@@UAE?AVImage@2@HU?\$Point_@H@2@HK@Z) non risolto nella funzione "public: double __thiscall Chiodi::fhk(bool,double,double)" (?fhk@Chiodi@@QAEN_NNN@Z)

\$blitz.obj : error LNK2001: simbolo esterno "public: virtual class Upp::Image __thiscall Upp::Ctrl::FrameMouseEvent(int,struct Upp::Point<int>,int,unsigned long)" (?FrameMouseEvent@Ctrl@Upp@@@UAE?AVImage@2@HU?\$Point_@H@2@HK@Z) non risolto

\$blitz.obj : error LNK2001: simbolo esterno "public: virtual class Upp::Image __thiscall Upp::Ctrl::FrameMouseEvent(int,struct Upp::Point<int>,int,unsigned long)" (?FrameMouseEvent@Ctrl@Upp@@@UAE?AVImage@2@HU?\$Point_@H@2@HK@Z) non risolto

\$blitz.obj : error LNK2001: simbolo esterno "public: virtual class Upp::Image __thiscall Upp::Ctrl::FrameMouseEvent(int,struct Upp::Point<int>,int,unsigned long)" (?FrameMouseEvent@Ctrl@Upp@@@UAE?AVImage@2@HU?\$Point_@H@2@HK@Z) non risolto

\$blitz.obj : error LNK2001: simbolo esterno "public: virtual class Upp::Image __thiscall Upp::Ctrl::FrameMouseEvent(int,struct Upp::Point<int>,int,unsigned long)" (?FrameMouseEvent@Ctrl@Upp@@@UAE?AVImage@2@HU?\$Point_@H@2@HK@Z) non risolto

\$blitz.obj : error LNK2001: simbolo esterno "public: virtual class Upp::Image __thiscall Upp::Ctrl::FrameMouseEvent(int,struct Upp::Point<int>,int,unsigned long)" (?FrameMouseEvent@Ctrl@Upp@@@UAE?AVImage@2@HU?\$Point_@H@2@HK@Z) non risolto

\$blitz.obj : error LNK2001: simbolo esterno "public: virtual class Upp::Image __thiscall Upp::Ctrl::FrameMouseEvent(int,struct Upp::Point<int>,int,unsigned long)" (?FrameMouseEvent@Ctrl@Upp@@@UAE?AVImage@2@HU?\$Point_@H@2@HK@Z) non risolto

\$blitz.obj : error LNK2001: simbolo esterno "public: virtual class Upp::Image __thiscall Upp::Ctrl::FrameMouseEvent(int,struct Upp::Point<int>,int,unsigned long)" (?FrameMouseEvent@Ctrl@Upp@@@UAE?AVImage@2@HU?\$Point_@H@2@HK@Z) non risolto

\$blitz.obj : error LNK2001: simbolo esterno "public: virtual class Upp::Image __thiscall Upp::Ctrl::FrameMouseEvent(int,struct Upp::Point_<int>,int,unsigned long)"
(?FrameMouseEvent@Ctrl@Upp@@UAE?AVImage@2@HU?\$Point_@H@2@HK@Z) non risolto

\$blitz.obj : error LNK2001: simbolo esterno "public: virtual class Upp::Image __thiscall Upp::Ctrl::FrameMouseEvent(int,struct Upp::Point_<int>,int,unsigned long)"
(?FrameMouseEvent@Ctrl@Upp@@UAE?AVImage@2@HU?\$Point_@H@2@HK@Z) non risolto

\$blitz.obj : error LNK2001: simbolo esterno "public: virtual class Upp::Image __thiscall Upp::Ctrl::MouseEvent(int,struct Upp::Point_<int>,int,unsigned long)"
(?MouseEvent@Ctrl@Upp@@UAE?AVImage@2@HU?\$Point_@H@2@HK@Z) non risolto

\$blitz.obj : error LNK2019: riferimento al simbolo esterno "public: virtual class Upp::Image __thiscall Upp::Ctrl::MouseEvent(int,struct Upp::Point_<int>,int,unsigned long)"
(?MouseEvent@Ctrl@Upp@@UAE?AVImage@2@HU?\$Point_@H@2@HK@Z) non risolto
nella funzione "public: void __thiscall Upp::GridCtrl::NavigatingBar(class Upp::Bar &)"
(?NavigatingBar@GridCtrl@Upp@@QAEXAAVBar@2@@@Z)

\$blitz.obj : error LNK2001: simbolo esterno "public: virtual class Upp::Image __thiscall Upp::Ctrl::MouseEvent(int,struct Upp::Point_<int>,int,unsigned long)"
(?MouseEvent@Ctrl@Upp@@UAE?AVImage@2@HU?\$Point_@H@2@HK@Z) non risolto

\$blitz.obj : error LNK2001: simbolo esterno "public: virtual class Upp::Image __thiscall Upp::Ctrl::MouseEvent(int,struct Upp::Point_<int>,int,unsigned long)"
(?MouseEvent@Ctrl@Upp@@UAE?AVImage@2@HU?\$Point_@H@2@HK@Z) non risolto

\$blitz.obj : error LNK2001: simbolo esterno "public: virtual class Upp::Image __thiscall Upp::Ctrl::MouseEvent(int,struct Upp::Point_<int>,int,unsigned long)"
(?MouseEvent@Ctrl@Upp@@UAE?AVImage@2@HU?\$Point_@H@2@HK@Z) non risolto

\$blitz.obj : error LNK2001: simbolo esterno "public: virtual class Upp::Image __thiscall Upp::Ctrl::MouseEvent(int,struct Upp::Point_<int>,int,unsigned long)"
(?MouseEvent@Ctrl@Upp@@UAE?AVImage@2@HU?\$Point_@H@2@HK@Z) non risolto

\$blitz.obj : error LNK2001: simbolo esterno "public: virtual class Upp::Image __thiscall Upp::Ctrl::MouseEvent(int,struct Upp::Point_<int>,int,unsigned long)"
(?MouseEvent@Ctrl@Upp@@UAE?AVImage@2@HU?\$Point_@H@2@HK@Z) non risolto

\$blitz.obj : error LNK2001: simbolo esterno "public: virtual class Upp::Image __thiscall Upp::Ctrl::MouseEvent(int,struct Upp::Point_<int>,int,unsigned long)"
(?MouseEvent@Ctrl@Upp@@UAE?AVImage@2@HU?\$Point_@H@2@HK@Z) non risolto

\$blitz.obj : error LNK2001: simbolo esterno "public: virtual class Upp::Image __thiscall Upp::Ctrl::MouseEvent(int,struct Upp::Point_<int>,int,unsigned long)"
(?MouseEvent@Ctrl@Upp@@UAE?AVImage@2@HU?\$Point_@H@2@HK@Z) non risolto

\$blitz.obj : error LNK2001: simbolo esterno "public: virtual class Upp::Image __thiscall Upp::Ctrl::MouseEvent(int,struct Upp::Point_<int>,int,unsigned long)"
(?MouseEvent@Ctrl@Upp@@UAE?AVImage@2@HU?\$Point_@H@2@HK@Z) non risolto

risolto

```
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall
Upp::Ctrl::MouseEnter(struct Upp::Point_<int>,unsigned long)" (?MouseEnt
er@Ctrl@Upp@@@UAEXU?$Point_@H@2@K@Z) non risolto
$blitz.obj : error LNK2019: riferimento al simbolo esterno "public: virtual void __thiscall
Upp::Ctrl::MouseEnter(struct Upp::Point_<int>,unsigned lo
ng)" (?MouseEnter@Ctrl@Upp@@@UAEXU?$Point_@H@2@K@Z) non risolto nella funzione
"public: void __thiscall Upp::GridCtrl::NavigatingBar(class Upp::Bar &)
" (?NavigatingBar@GridCtrl@Upp@@@QAEXAAVBar@2@@@Z)
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall
Upp::Ctrl::MouseEnter(struct Upp::Point_<int>,unsigned long)" (?MouseEnt
er@Ctrl@Upp@@@UAEXU?$Point_@H@2@K@Z) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall
Upp::Ctrl::MouseEnter(struct Upp::Point_<int>,unsigned long)" (?MouseEnt
er@Ctrl@Upp@@@UAEXU?$Point_@H@2@K@Z) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall
Upp::Ctrl::MouseEnter(struct Upp::Point_<int>,unsigned long)" (?MouseEnt
er@Ctrl@Upp@@@UAEXU?$Point_@H@2@K@Z) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall
Upp::Ctrl::MouseEnter(struct Upp::Point_<int>,unsigned long)" (?MouseEnt
er@Ctrl@Upp@@@UAEXU?$Point_@H@2@K@Z) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall
Upp::Ctrl::MouseEnter(struct Upp::Point_<int>,unsigned long)" (?MouseEnt
er@Ctrl@Upp@@@UAEXU?$Point_@H@2@K@Z) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall
Upp::Ctrl::MouseEnter(struct Upp::Point_<int>,unsigned long)" (?MouseEnt
er@Ctrl@Upp@@@UAEXU?$Point_@H@2@K@Z) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall
Upp::Ctrl::MouseEnter(struct Upp::Point_<int>,unsigned long)" (?MouseEnt
er@Ctrl@Upp@@@UAEXU?$Point_@H@2@K@Z) non risolto
$blitz.obj : error LNK2019: riferimento al simbolo esterno "public: virtual void __thiscall
Upp::Ctrl::MouseMove(struct Upp::Point_<int>,unsigned lon
g)" (?MouseMove@Ctrl@Upp@@@UAEXU?$Point_@H@2@K@Z) non risolto nella funzione
"public: double __thiscall Chiodi::fhk(bool,double,double)" (?fhk@Chiodi@
@QAEN_NNN@Z)
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall
Upp::Ctrl::MouseMove(struct Upp::Point_<int>,unsigned long)" (?MouseMove
@Ctrl@Upp@@@UAEXU?$Point_@H@2@K@Z) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall
Upp::Ctrl::MouseMove(struct Upp::Point_<int>,unsigned long)" (?MouseMove
@Ctrl@Upp@@@UAEXU?$Point_@H@2@K@Z) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall
Upp::Ctrl::MouseMove(struct Upp::Point_<int>,unsigned long)" (?MouseMove
@Ctrl@Upp@@@UAEXU?$Point_@H@2@K@Z) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall
Upp::Ctrl::MouseMove(struct Upp::Point_<int>,unsigned long)" (?MouseMove
@Ctrl@Upp@@@UAEXU?$Point_@H@2@K@Z) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall
Upp::Ctrl::MouseMove(struct Upp::Point_<int>,unsigned long)" (?MouseMove
@Ctrl@Upp@@@UAEXU?$Point_@H@2@K@Z) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall
```

```

Upp::Ctrl::MouseMove(struct Upp::Point_<int>,unsigned long)" (?MouseMove
 @Ctrl@Upp@@@UAEXU?$Point_@H@2@K@Z) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall
Upp::Ctrl::MouseMove(struct Upp::Point_<int>,unsigned long)" (?MouseMove
 @Ctrl@Upp@@@UAEXU?$Point_@H@2@K@Z) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall
Upp::Ctrl::MouseMove(struct Upp::Point_<int>,unsigned long)" (?MouseMove
 @Ctrl@Upp@@@UAEXU?$Point_@H@2@K@Z) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall
Upp::Ctrl::MouseMove(struct Upp::Point_<int>,unsigned long)" (?MouseMove
 @Ctrl@Upp@@@UAEXU?$Point_@H@2@K@Z) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall
Upp::Ctrl::LeftDown(struct Upp::Point_<int>,unsigned long)" (?LeftDown@C
trl@Upp@@@UAEXU?$Point_@H@2@K@Z) non risolto
$blitz.obj : error LNK2019: riferimento al simbolo esterno "public: virtual void __thiscall
Upp::Ctrl::LeftDown(struct Upp::Point_<int>,unsigned long
)" (?LeftDown@Ctrl@Upp@@@UAEXU?$Point_@H@2@K@Z) non risolto nella funzione "public:
void __thiscall Upp::GridCtrl::NavigatingBar(class Upp::Bar &)" (?
NavigatingBar@GridCtrl@Upp@@@QAEXAAVBar@2@@@Z)
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall
Upp::Ctrl::LeftDown(struct Upp::Point_<int>,unsigned long)" (?LeftDown@C
trl@Upp@@@UAEXU?$Point_@H@2@K@Z) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall
Upp::Ctrl::LeftDown(struct Upp::Point_<int>,unsigned long)" (?LeftDown@C
trl@Upp@@@UAEXU?$Point_@H@2@K@Z) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall
Upp::Ctrl::LeftDown(struct Upp::Point_<int>,unsigned long)" (?LeftDown@C
trl@Upp@@@UAEXU?$Point_@H@2@K@Z) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall
Upp::Ctrl::LeftDown(struct Upp::Point_<int>,unsigned long)" (?LeftDown@C
trl@Upp@@@UAEXU?$Point_@H@2@K@Z) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall
Upp::Ctrl::LeftDown(struct Upp::Point_<int>,unsigned long)" (?LeftDown@C
trl@Upp@@@UAEXU?$Point_@H@2@K@Z) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall
Upp::Ctrl::LeftDown(struct Upp::Point_<int>,unsigned long)" (?LeftDown@C
trl@Upp@@@UAEXU?$Point_@H@2@K@Z) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall
Upp::Ctrl::LeftDown(struct Upp::Point_<int>,unsigned long)" (?LeftDown@C
trl@Upp@@@UAEXU?$Point_@H@2@K@Z) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall
Upp::Ctrl::LeftDown(struct Upp::Point_<int>,unsigned long)" (?LeftDown@C
trl@Upp@@@UAEXU?$Point_@H@2@K@Z) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall
Upp::Ctrl::LeftDouble(struct Upp::Point_<int>,unsigned long)" (?LeftDoub
le@Ctrl@Upp@@@UAEXU?$Point_@H@2@K@Z) non risolto
$blitz.obj : error LNK2019: riferimento al simbolo esterno "public: virtual void __thiscall
Upp::Ctrl::LeftDouble(struct Upp::Point_<int>,unsigned lo
ng)" (?LeftDouble@Ctrl@Upp@@@UAEXU?$Point_@H@2@K@Z) non risolto nella funzione
"public: void __thiscall Upp::GridCtrl::FindOptsBar(class Upp::Bar &)"
(?FindOptsBar@GridCtrl@Upp@@@QAEXAAVBar@2@@@Z)

```


Upp::Ctrl::LeftTriple(struct Upp::Point_<int>,unsigned long)" (?LeftTrip
le@Ctrl@Upp@@UAEXU?\$Point_@H@2@K@Z) non risolto
\$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall
Upp::Ctrl::LeftRepeat(struct Upp::Point_<int>,unsigned long)" (?LeftRepe
at@Ctrl@Upp@@UAEXU?\$Point_@H@2@K@Z) non risolto
\$blitz.obj : error LNK2019: riferimento al simbolo esterno "public: virtual void __thiscall
Upp::Ctrl::LeftRepeat(struct Upp::Point_<int>,unsigned lo
ng)" (?LeftRepeat@Ctrl@Upp@@UAEXU?\$Point_@H@2@K@Z) non risolto nella funzione
"public: void __thiscall Upp::GridCtrl::FindOptsBar(class Upp::Bar &)"
(?FindOptsBar@GridCtrl@Upp@@QAEXAAVBar@2@@Z)
\$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall
Upp::Ctrl::LeftRepeat(struct Upp::Point_<int>,unsigned long)" (?LeftRepe
at@Ctrl@Upp@@UAEXU?\$Point_@H@2@K@Z) non risolto
\$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall
Upp::Ctrl::LeftRepeat(struct Upp::Point_<int>,unsigned long)" (?LeftRepe
at@Ctrl@Upp@@UAEXU?\$Point_@H@2@K@Z) non risolto
\$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall
Upp::Ctrl::LeftRepeat(struct Upp::Point_<int>,unsigned long)" (?LeftRepe
at@Ctrl@Upp@@UAEXU?\$Point_@H@2@K@Z) non risolto
\$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall
Upp::Ctrl::LeftRepeat(struct Upp::Point_<int>,unsigned long)" (?LeftRepe
at@Ctrl@Upp@@UAEXU?\$Point_@H@2@K@Z) non risolto
\$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall
Upp::Ctrl::LeftRepeat(struct Upp::Point_<int>,unsigned long)" (?LeftRepe
at@Ctrl@Upp@@UAEXU?\$Point_@H@2@K@Z) non risolto
\$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall
Upp::Ctrl::LeftRepeat(struct Upp::Point_<int>,unsigned long)" (?LeftRepe
at@Ctrl@Upp@@UAEXU?\$Point_@H@2@K@Z) non risolto
\$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall
Upp::Ctrl::LeftRepeat(struct Upp::Point_<int>,unsigned long)" (?LeftRepe
at@Ctrl@Upp@@UAEXU?\$Point_@H@2@K@Z) non risolto
\$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall
Upp::Ctrl::LeftDrag(struct
Upp::Point_<int>,unsigned long)" (?LeftDrag@C
trl@Upp@@UAEXU?\$Point_@H@2@K@Z) non risolto
\$blitz.obj : error LNK2019: riferimento al simbolo esterno "public: virtual void __thiscall
Upp::Ctrl::LeftDrag(struct Upp::Point_<int>,unsigned long
)" (?LeftDrag@Ctrl@Upp@@UAEXU?\$Point_@H@2@K@Z) non risolto nella funzione "public:
void __thiscall Upp::GridCtrl::FindOptsBar(class Upp::Bar &)" (?Fi
ndOptsBar@GridCtrl@Upp@@QAEXAAVBar@2@@Z)
\$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall Upp::Ctrl::LeftDrag(struct
Upp::Point_<int>,unsigned long)" (?LeftDrag@C
trl@Upp@@UAEXU?\$Point_@H@2@K@Z) non risolto
\$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall Upp::Ctrl::LeftDrag(struct
Upp::Point_<int>,unsigned long)" (?LeftDrag@C
trl@Upp@@UAEXU?\$Point_@H@2@K@Z) non risolto
\$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall Upp::Ctrl::LeftDrag(struct
Upp::Point_<int>,unsigned long)" (?LeftDrag@C
trl@Upp@@UAEXU?\$Point_@H@2@K@Z) non risolto

\$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall Upp::Ctrl::LeftDrag(struct Upp::Point_<int>,unsigned long)" (?LeftDrag@C
trl@Upp@@@UAEXU?\$Point_@H@2@K@Z) non risolto

\$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall Upp::Ctrl::LeftDrag(struct Upp::Point_<int>,unsigned long)" (?LeftDrag@C
trl@Upp@@@UAEXU?\$Point_@H@2@K@Z) non risolto

\$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall Upp::Ctrl::LeftDrag(struct Upp::Point_<int>,unsigned long)" (?LeftDrag@C
trl@Upp@@@UAEXU?\$Point_@H@2@K@Z) non risolto

\$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall Upp::Ctrl::LeftHold(struct Upp::Point_<int>,unsigned long)" (?LeftHold@C
trl@Upp@@@UAEXU?\$Point_@H@2@K@Z) non risolto

\$blitz.obj : error LNK2019: riferimento al simbolo esterno "public: virtual void __thiscall Upp::Ctrl::LeftHold(struct Upp::Point_<int>,unsigned long)" (?LeftHold@C
trl@Upp@@@UAEXU?\$Point_@H@2@K@Z) non risolto nella funzione "private:
class Upp::String __thiscall Upp::GridCtrl::RowFormat(char const
*)" (?RowFormat@GridCtrl@Upp@@@AAE?AVString@2@PBD@Z)

\$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall Upp::Ctrl::LeftHold(struct Upp::Point_<int>,unsigned long)" (?LeftHold@C
trl@Upp@@@UAEXU?\$Point_@H@2@K@Z) non risolto

\$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall Upp::Ctrl::LeftHold(struct Upp::Point_<int>,unsigned long)" (?LeftHold@C
trl@Upp@@@UAEXU?\$Point_@H@2@K@Z) non risolto

\$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall Upp::Ctrl::LeftHold(struct Upp::Point_<int>,unsigned long)" (?LeftHold@C
trl@Upp@@@UAEXU?\$Point_@H@2@K@Z) non risolto

\$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall Upp::Ctrl::LeftHold(struct Upp::Point_<int>,unsigned long)" (?LeftHold@C
trl@Upp@@@UAEXU?\$Point_@H@2@K@Z) non risolto

\$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall Upp::Ctrl::LeftHold(struct Upp::Point_<int>,unsigned long)" (?LeftHold@C
trl@Upp@@@UAEXU?\$Point_@H@2@K@Z) non risolto

\$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall Upp::Ctrl::LeftHold(struct Upp::Point_<int>,unsigned long)" (?LeftHold@C
trl@Upp@@@UAEXU?\$Point_@H@2@K@Z) non risolto

\$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall Upp::Ctrl::LeftHold(struct Upp::Point_<int>,unsigned long)" (?LeftHold@C
trl@Upp@@@UAEXU?\$Point_@H@2@K@Z) non risolto

\$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall Upp::Ctrl::LeftHold(struct Upp::Point_<int>,unsigned long)" (?LeftHold@C
trl@Upp@@@UAEXU?\$Point_@H@2@K@Z) non risolto

\$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall Upp::Ctrl::LeftUp(struct Upp::Point_<int>,unsigned long)" (?LeftUp@Ctrl@
Upp@@@UAEXU?\$Point_@H@2@K@Z) non risolto

\$blitz.obj : error LNK2019: riferimento al simbolo esterno "public: virtual void __thiscall Upp::Ctrl::LeftUp(struct Upp::Point_<int>,unsigned long)"
(?LeftUp@Ctrl@Upp@@@UAEXU?\$Point_@H@2@K@Z) non risolto nella funzione "public: void
__thiscall Upp::GridCtrl::StdMenuBar(class Upp::Bar &)" (?StdMenu

Page 18 of 94 ---- Generated from U++ Forum

\$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall Upp::Ctrl::RightDown(struct Upp::Point_<int>,unsigned long)" (?RightDown@Ctrl@Upp@@@UAEXU?\$Point_@H@2@K@Z) non risolto

\$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall Upp::Ctrl::RightDouble(struct Upp::Point_<int>,unsigned long)" (?RightDouble@Ctrl@Upp@@@UAEXU?\$Point_@H@2@K@Z) non risolto

\$blitz.obj : error LNK2019: riferimento al simbolo esterno "public: virtual void __thiscall Upp::Ctrl::RightDouble(struct Upp::Point_<int>,unsigned long)" (?RightDouble@Ctrl@Upp@@@UAEXU?\$Point_@H@2@K@Z) non risolto nella funzione "public: void __thiscall Upp::GridCtrl::StdMenuBar(class Upp::Bar &)" (?StdMenuBar@GridCtrl@Upp@@@QAEXAAVBar@2@@@Z)

\$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall Upp::Ctrl::RightDouble(struct Upp::Point_<int>,unsigned long)" (?RightDouble@Ctrl@Upp@@@UAEXU?\$Point_@H@2@K@Z) non risolto

\$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall Upp::Ctrl::RightDouble(struct Upp::Point_<int>,unsigned long)" (?RightDouble@Ctrl@Upp@@@UAEXU?\$Point_@H@2@K@Z) non risolto

\$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall Upp::Ctrl::RightDouble(struct Upp::Point_<int>,unsigned long)" (?RightDouble@Ctrl@Upp@@@UAEXU?\$Point_@H@2@K@Z) non risolto

\$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall Upp::Ctrl::RightDouble(struct Upp::Point_<int>,unsigned long)" (?RightDouble@Ctrl@Upp@@@UAEXU?\$Point_@H@2@K@Z) non risolto

\$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall Upp::Ctrl::RightDouble(struct Upp::Point_<int>,unsigned long)" (?RightDouble@Ctrl@Upp@@@UAEXU?\$Point_@H@2@K@Z) non risolto

\$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall Upp::Ctrl::RightDouble(struct Upp::Point_<int>,unsigned long)" (?RightDouble@Ctrl@Upp@@@UAEXU?\$Point_@H@2@K@Z) non risolto

\$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall Upp::Ctrl::RightDouble(struct Upp::Point_<int>,unsigned long)" (?RightDouble@Ctrl@Upp@@@UAEXU?\$Point_@H@2@K@Z) non risolto

\$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall Upp::Ctrl::RightDouble(struct Upp::Point_<int>,unsigned long)" (?RightDouble@Ctrl@Upp@@@UAEXU?\$Point_@H@2@K@Z) non risolto

\$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall Upp::Ctrl::RightTriple(struct Upp::Point_<int>,unsigned long)" (?RightTriple@Ctrl@Upp@@@UAEXU?\$Point_@H@2@K@Z) non risolto

\$blitz.obj : error LNK2019: riferimento al simbolo esterno "public: virtual void __thiscall Upp::Ctrl::RightTriple(struct Upp::Point_<int>,unsigned long)" (?RightTriple@Ctrl@Upp@@@UAEXU?\$Point_@H@2@K@Z) non risolto nella funzione "public: void __thiscall Upp::GridCtrl::StdMenuBar(class Upp::Bar &)" (?StdMenuBar@GridCtrl@Upp@@@QAEXAAVBar@2@@@Z)

\$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall Upp::Ctrl::RightTriple(struct Upp::Point_<int>,unsigned long)" (?RightTriple@Ctrl@Upp@@@UAEXU?\$Point_@H@2@K@Z) non risolto

\$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall Upp::Ctrl::RightTriple(struct Upp::Point_<int>,unsigned long)" (?RightTriple@Ctrl@Upp@@@UAEXU?\$Point_@H@2@K@Z) non risolto

\$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall Upp::Ctrl::RightTriple(struct Upp::Point_<int>,unsigned long)" (?RightTriple@Ctrl@Upp@@@UAEXU?\$Point_@H@2@K@Z) non risolto

@Ctrl@Upp@@UAEXU?\$Point_@H@2@K@Z) non risolto
 \$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall Upp::Ctrl::RightHold(struct Upp::Point_<int>,unsigned long)" (?RightHold@Ctrl@Upp@@UAEXU?\$Point_@H@2@K@Z) non risolto
 \$blitz.obj : error LNK2019: riferimento al simbolo esterno "public: virtual void __thiscall Upp::Ctrl::RightUp(struct Upp::Point_<int>,unsigned long)" (?RightUp@Ctrl@Upp@@UAEXU?\$Point_@H@2@K@Z) non risolto nella funzione "public: double __thiscall Chiodi::MyRk(bool,double,double)" (?MyRk@Chiodi@@QAEN_NNN@Z)
 \$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall Upp::Ctrl::RightUp(struct Upp::Point_<int>,unsigned long)" (?RightUp@Ctrl@Upp@@UAEXU?\$Point_@H@2@K@Z) non risolto
 \$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall Upp::Ctrl::RightUp(struct Upp::Point_<int>,unsigned long)" (?RightUp@Ctrl@Upp@@UAEXU?\$Point_@H@2@K@Z) non risolto
 \$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall Upp::Ctrl::RightUp(struct Upp::Point_<int>,unsigned long)" (?RightUp@Ctrl@Upp@@UAEXU?\$Point_@H@2@K@Z) non risolto
 \$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall Upp::Ctrl::RightUp(struct Upp::Point_<int>,unsigned long)" (?RightUp@Ctrl@Upp@@UAEXU?\$Point_@H@2@K@Z) non risolto
 \$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall Upp::Ctrl::RightUp(struct Upp::Point_<int>,unsigned long)" (?RightUp@Ctrl@Upp@@UAEXU?\$Point_@H@2@K@Z) non risolto
 \$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall Upp::Ctrl::RightUp(struct Upp::Point_<int>,unsigned long)" (?RightUp@Ctrl@Upp@@UAEXU?\$Point_@H@2@K@Z) non risolto
 \$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall Upp::Ctrl::RightUp(struct Upp::Point_<int>,unsigned long)" (?RightUp@Ctrl@Upp@@UAEXU?\$Point_@H@2@K@Z) non risolto
 \$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall Upp::Ctrl::RightUp(struct Upp::Point_<int>,unsigned long)" (?RightUp@Ctrl@Upp@@UAEXU?\$Point_@H@2@K@Z) non risolto
 \$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall Upp::Ctrl::RightUp(struct Upp::Point_<int>,unsigned long)" (?RightUp@Ctrl@Upp@@UAEXU?\$Point_@H@2@K@Z) non risolto
 \$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall Upp::Ctrl::MiddleDown(struct Upp::Point_<int>,unsigned long)" (?MiddleDown@Ctrl@Upp@@UAEXU?\$Point_@H@2@K@Z) non risolto
 \$blitz.obj : error LNK2019: riferimento al simbolo esterno "public: virtual void __thiscall Upp::Ctrl::MiddleDown(struct Upp::Point_<int>,unsigned long)" (?MiddleDown@Ctrl@Upp@@UAEXU?\$Point_@H@2@K@Z) non risolto nella funzione "public: void __thiscall Upp::GridCtrl::StdMenuBar(class Upp::Bar &)" (?StdMenuBar@GridCtrl@Upp@@QAEXAAVBar@2@@Z)
 \$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall Upp::Ctrl::MiddleDown(struct Upp::Point_<int>,unsigned long)" (?MiddleDown@Ctrl@Upp@@UAEXU?\$Point_@H@2@K@Z) non risolto
 \$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall Upp::Ctrl::MiddleDown(struct Upp::Point_<int>,unsigned long)" (?MiddleDown@Ctrl@Upp@@UAEXU?\$Point_@H@2@K@Z) non risolto
 \$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall

```

Upp::Ctrl::MiddleDown(struct Upp::Point_<int>,unsigned long)" (?MiddleDo
wn@Ctrl@Upp@@UAEXU?$Point_@H@2@K@Z) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall
Upp::Ctrl::MiddleDown(struct Upp::Point_<int>,unsigned long)" (?MiddleDo
wn@Ctrl@Upp@@UAEXU?$Point_@H@2@K@Z) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall
Upp::Ctrl::MiddleDown(struct Upp::Point_<int>,unsigned long)" (?MiddleDo
wn@Ctrl@Upp@@UAEXU?$Point_@H@2@K@Z) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall
Upp::Ctrl::MiddleDown(struct Upp::Point_<int>,unsigned long)" (?MiddleDo
wn@Ctrl@Upp@@UAEXU?$Point_@H@2@K@Z) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall
Upp::Ctrl::MiddleDown(struct Upp::Point_<int>,unsigned long)" (?MiddleDo
wn@Ctrl@Upp@@UAEXU?$Point_@H@2@K@Z) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall
Upp::Ctrl::MiddleDouble(struct Upp::Point_<int>,unsigned long)" (?Middle
Double@Ctrl@Upp@@UAEXU?$Point_@H@2@K@Z) non risolto
$blitz.obj : error LNK2019: riferimento al simbolo esterno "public: virtual void __thiscall
Upp::Ctrl::MiddleDouble(struct Upp::Point_<int>,unsigned
long)" (?MiddleDouble@Ctrl@Upp@@UAEXU?$Point_@H@2@K@Z) non risolto nella funzione
"public: void __thiscall Upp::GridCtrl::StdMenuBar(class Upp::Bar &
)" (?StdMenuBar@GridCtrl@Upp@@QAEXAAVBar@2@@@Z)
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall
Upp::Ctrl::MiddleDouble(struct Upp::Point_<int>,unsigned long)" (?Middle
Double@Ctrl@Upp@@UAEXU?$Point_@H@2@K@Z) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall
Upp::Ctrl::MiddleDouble(struct Upp::Point_<int>,unsigned long)" (?Middle
Double@Ctrl@Upp@@UAEXU?$Point_@H@2@K@Z) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall
Upp::Ctrl::MiddleDouble(struct Upp::Point_<int>,unsigned long)" (?Middle
Double@Ctrl@Upp@@UAEXU?$Point_@H@2@K@Z) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall
Upp::Ctrl::MiddleDouble(struct Upp::Point_<int>,unsigned long)" (?Middle
Double@Ctrl@Upp@@UAEXU?$Point_@H@2@K@Z) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall
Upp::Ctrl::MiddleDouble(struct Upp::Point_<int>,unsigned long)" (?Middle
Double@Ctrl@Upp@@UAEXU?$Point_@H@2@K@Z) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall
Upp::Ctrl::MiddleDouble(struct Upp::Point_<int>,unsigned long)" (?Middle
Double@Ctrl@Upp@@UAEXU?$Point_@H@2@K@Z) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall
Upp::Ctrl::MiddleDouble(struct Upp::Point_<int>,unsigned long)" (?Middle
Double@Ctrl@Upp@@UAEXU?$Point_@H@2@K@Z) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall
Upp::Ctrl::MiddleDouble(struct Upp::Point_<int>,unsigned long)" (?Middle
Double@Ctrl@Upp@@UAEXU?$Point_@H@2@K@Z) non risolto
$blitz.obj : error LNK2019: riferimento al simbolo esterno "public: virtual void __thiscall
Upp::Ctrl::MiddleTriple(struct Upp::Point_<int>,unsigned
long)" (?MiddleTriple@Ctrl@Upp@@UAEXU?$Point_@H@2@K@Z) non risolto nella funzione
"public: double __thiscall Chiodi::MyRk(bool,double,double)" (?MyRk
@Chiodi@@QAEN_NNN@Z)

```

Page 24 of 94 ---- Generated from U++ Forum

```

Upp::Ctrl::MiddleRepeat(struct Upp::Point_<int>,unsigned long)" (?Middle
Repeat@Ctrl@Upp@@UAEXU?$Point_@H@2@K@Z) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall
Upp::Ctrl::MiddleRepeat(struct Upp::Point_<int>,unsigned long)" (?Middle
Repeat@Ctrl@Upp@@UAEXU?$Point_@H@2@K@Z) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall
Upp::Ctrl::MiddleDrag(struct Upp::Point_<int>,unsigned long)" (?MiddleDr
ag@Ctrl@Upp@@UAEXU?$Point_@H@2@K@Z) non risolto
$blitz.obj : error LNK2019: riferimento al simbolo esterno "public: virtual void __thiscall
Upp::Ctrl::MiddleDrag(struct Upp::Point_<int>,unsigned lo
ng)" (?MiddleDrag@Ctrl@Upp@@UAEXU?$Point_@H@2@K@Z) non risolto nella funzione
"public: void __thiscall Upp::GridCtrl::StdMenuBar(class Upp::Bar &)" (
?StdMenuBar@GridCtrl@Upp@@QAEXAAVBar@2@@@Z)
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall
Upp::Ctrl::MiddleDrag(struct Upp::Point_<int>,unsigned long)" (?MiddleDr
ag@Ctrl@Upp@@UAEXU?$Point_@H@2@K@Z) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall
Upp::Ctrl::MiddleDrag(struct Upp::Point_<int>,unsigned long)" (?MiddleDr
ag@Ctrl@Upp@@UAEXU?$Point_@H@2@K@Z) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall
Upp::Ctrl::MiddleDrag(struct Upp::Point_<int>,unsigned long)" (?MiddleDr
ag@Ctrl@Upp@@UAEXU?$Point_@H@2@K@Z) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall
Upp::Ctrl::MiddleDrag(struct Upp::Point_<int>,unsigned long)" (?MiddleDr
ag@Ctrl@Upp@@UAEXU?$Point_@H@2@K@Z) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall
Upp::Ctrl::MiddleDrag(struct Upp::Point_<int>,unsigned long)" (?MiddleDr
ag@Ctrl@Upp@@UAEXU?$Point_@H@2@K@Z) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall
Upp::Ctrl::MiddleDrag(struct Upp::Point_<int>,unsigned long)" (?MiddleDr
ag@Ctrl@Upp@@UAEXU?$Point_@H@2@K@Z) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall
Upp::Ctrl::MiddleDrag(struct Upp::Point_<int>,unsigned long)" (?MiddleDr
ag@Ctrl@Upp@@UAEXU?$Point_@H@2@K@Z) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall
Upp::Ctrl::MiddleDrag(struct Upp::Point_<int>,unsigned long)" (?MiddleDr
ag@Ctrl@Upp@@UAEXU?$Point_@H@2@K@Z) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall
Upp::Ctrl::MiddleHold(struct Upp::Point_<int>,unsigned long)" (?MiddleHo
ld@Ctrl@Upp@@UAEXU?$Point_@H@2@K@Z) non risolto
$blitz.obj : error LNK2019: riferimento al simbolo esterno "public: virtual void __thiscall
Upp::Ctrl::MiddleHold(struct Upp::Point_<int>,unsigned lo
ng)" (?MiddleHold@Ctrl@Upp@@UAEXU?$Point_@H@2@K@Z) non risolto nella funzione
"public: void __thiscall Upp::GridCtrl::StdMenuBar(class Upp::Bar &)" (
?StdMenuBar@GridCtrl@Upp@@QAEXAAVBar@2@@@Z)
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall
Upp::Ctrl::MiddleHold(struct Upp::Point_<int>,unsigned long)" (?MiddleHo
ld@Ctrl@Upp@@UAEXU?$Point_@H@2@K@Z) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall
Upp::Ctrl::MiddleHold(struct Upp::Point_<int>,unsigned long)" (?MiddleHo
ld@Ctrl@Upp@@UAEXU?$Point_@H@2@K@Z) non risolto

```

Page 26 of 94 ---- Generated from U++ Forum

Page 27 of 94 ---- Generated from U++ Forum

\$blitz.obj : error LNK2019: riferimento al simbolo esterno "public: virtual void __thiscall Upp::Ctrl::DragAndDrop(struct Upp::Point_<int>,class Upp::PasteClip &)" (?DragAndDrop@Ctrl@Upp@@UAEXU?\$Point_@H@2@AAVPasteClip@2@@@Z) non risolto nella funzione "public: void __thiscall Upp::GridCtrl::RemovingMenu(class Upp::Bar &)" (?RemovingMenu@GridCtrl@Upp@@QAEXAAVBar@2@@@Z)

\$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall Upp::Ctrl::DragAndDrop(struct Upp::Point_<int>,class Upp::PasteClip &)" (?DragAndDrop@Ctrl@Upp@@UAEXU?\$Point_@H@2@AAVPasteClip@2@@@Z) non risolto

\$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall Upp::Ctrl::DragAndDrop(struct Upp::Point_<int>,class Upp::PasteClip &)" (?DragAndDrop@Ctrl@Upp@@UAEXU?\$Point_@H@2@AAVPasteClip@2@@@Z) non risolto

\$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall Upp::Ctrl::DragAndDrop(struct Upp::Point_<int>,class Upp::PasteClip &)" (?DragAndDrop@Ctrl@Upp@@UAEXU?\$Point_@H@2@AAVPasteClip@2@@@Z) non risolto

\$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall Upp::Ctrl::DragAndDrop(struct Upp::Point_<int>,class Upp::PasteClip &)" (?DragAndDrop@Ctrl@Upp@@UAEXU?\$Point_@H@2@AAVPasteClip@2@@@Z) non risolto

\$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall Upp::Ctrl::DragAndDrop(struct Upp::Point_<int>,class Upp::PasteClip &)" (?DragAndDrop@Ctrl@Upp@@UAEXU?\$Point_@H@2@AAVPasteClip@2@@@Z) non risolto

\$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall Upp::Ctrl::DragAndDrop(struct Upp::Point_<int>,class Upp::PasteClip &)" (?DragAndDrop@Ctrl@Upp@@UAEXU?\$Point_@H@2@AAVPasteClip@2@@@Z) non risolto

\$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall Upp::Ctrl::DragAndDrop(struct Upp::Point_<int>,class Upp::PasteClip &)" (?DragAndDrop@Ctrl@Upp@@UAEXU?\$Point_@H@2@AAVPasteClip@2@@@Z) non risolto

\$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall Upp::Ctrl::FrameDragAndDrop(struct Upp::Point_<int>,class Upp::PasteClip &)" (?FrameDragAndDrop@Ctrl@Upp@@UAEXU?\$Point_@H@2@AAVPasteClip@2@@@Z) non risolto

\$blitz.obj : error LNK2019: riferimento al simbolo esterno "public: virtual void __thiscall Upp::Ctrl::FrameDragAndDrop(struct Upp::Point_<int>,class Upp::PasteClip &)" (?FrameDragAndDrop@Ctrl@Upp@@UAEXU?\$Point_@H@2@AAVPasteClip@2@@@Z) non risolto nella funzione "public: void __thiscall Upp::GridCtrl::MovingMenu(class Upp::Bar &)" (?MovingMenu@GridCtrl@Upp@@QAEXAAVBar@2@@@Z)

\$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall Upp::Ctrl::FrameDragAndDrop(struct Upp::Point_<int>,class Upp::PasteClip &)" (?FrameDragAndDrop@Ctrl@Upp@@UAEXU?\$Point_@H@2@AAVPasteClip@2@@@Z) non risolto

\$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall Upp::Ctrl::FrameDragAndDrop(struct Upp::Point_<int>,class Upp::PasteClip &)" (?FrameDragAndDrop@Ctrl@Upp@@UAEXU?\$Point_@H@2@AAVPasteClip@2@@@Z) non risolto

\$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall Upp::Ctrl::FrameDragAndDrop(struct Upp::Point_<int>,class Upp::PasteClip &)" (?FrameDragAndDrop@Ctrl@Upp@@UAEXU?\$Point_@H@2@AAVPasteClip@2@@@Z) non risolto

non risolto

\$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall
Upp::Ctrl::FrameDragAndDrop(struct Upp::Point_<int>,class Upp::PasteClip
&)" (?FrameDragAndDrop@Ctrl@Upp@@UAEXU?\$Point_@H@2@AAVPasteClip@2@@@Z)

non risolto

\$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall
Upp::Ctrl::FrameDragAndDrop(struct Upp::Point_<int>,class Upp::PasteClip
&)" (?FrameDragAndDrop@Ctrl@Upp@@UAEXU?\$Point_@H@2@AAVPasteClip@2@@@Z)

non risolto

\$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall
Upp::Ctrl::FrameDragAndDrop(struct Upp::Point_<int>,class Upp::PasteClip
&)" (?FrameDragAndDrop@Ctrl@Upp@@UAEXU?\$Point_@H@2@AAVPasteClip@2@@@Z)

non risolto

\$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall
Upp::Ctrl::FrameDragAndDrop(struct Upp::Point_<int>,class Upp::PasteClip
&)" (?FrameDragAndDrop@Ctrl@Upp@@UAEXU?\$Point_@H@2@AAVPasteClip@2@@@Z)

non risolto

\$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall
Upp::Ctrl::DragRepeat(struct Upp::Point_<int>)" (?DragRepeat@Ctrl@Upp@@UAEXU?\$Point_@H@2@@@Z) non risolto

\$blitz.obj : error LNK2019: riferimento al simbolo esterno "public: virtual void __thiscall
Upp::Ctrl::DragRepeat(struct Upp::Point_<int>)" (?DragRepeat@Ctrl@Upp@@UAEXU?\$Point_@H@2@@@Z) non risolto nella funzione "public: void
__thiscall Upp::GridCtrl::MovingMenu(class Upp::Bar &)" (?MovingMenu@GridCtrl@Upp@@QAEXAAVBar@2@@@Z)

\$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall
Upp::Ctrl::DragRepeat(struct Upp::Point_<int>)" (?DragRepeat@Ctrl@Upp@@UAEXU?\$Point_@H@2@@@Z) non risolto

\$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall
Upp::Ctrl::DragRepeat(struct Upp::Point_<int>)" (?DragRepeat@Ctrl@Upp@@UAEXU?\$Point_@H@2@@@Z) non risolto

\$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall
Upp::Ctrl::DragRepeat(struct Upp::Point_<int>)" (?DragRepeat@Ctrl@Upp@@UAEXU?\$Point_@H@2@@@Z) non risolto

\$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall
Upp::Ctrl::DragRepeat(struct Upp::Point_<int>)" (?DragRepeat@Ctrl@Upp@@UAEXU?\$Point_@H@2@@@Z) non risolto

\$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall
Upp::Ctrl::DragRepeat(struct Upp::Point_<int>)" (?DragRepeat@Ctrl@Upp@@UAEXU?\$Point_@H@2@@@Z) non risolto

\$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall
Upp::Ctrl::DragRepeat(struct Upp::Point_<int>)" (?DragRepeat@Ctrl@Upp@@UAEXU?\$Point_@H@2@@@Z) non risolto

\$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall
Upp::Ctrl::DragRepeat(struct Upp::Point_<int>)" (?DragRepeat@Ctrl@Upp@@UAEXU?\$Point_@H@2@@@Z) non risolto

\$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall
Upp::Ctrl::DragEnter(void)" (?DragEnter@Ctrl@Upp@@UAEXXZ) non risolto

Page 30 of 94 ---- Generated from U++ Forum


```

$blitz.obj : error LNK2001: simbolo esterno "public: virtual class Upp::Image __thiscall
Upp::Ctrl::CursorImage(struct Upp::Point_<int>,unsigned long
)" (?CursorImage@Ctrl@Upp@@@UAE?AVImage@2@U?$Point_@H@2@K@Z) non risolto
$blitz.obj : error LNK2019: riferimento al simbolo esterno "public: virtual class Upp::Image
__thiscall Upp::Ctrl::CursorImage(struct Upp::Point_<int
>,unsigned long)" (?CursorImage@Ctrl@Upp@@@UAE?AVImage@2@U?$Point_@H@2@K@Z)
non risolto nella funzione "public: void __thiscall Upp::GridCtrl::Clipboa
rdMenu(class Upp::Bar &)" (?ClipboardMenu@GridCtrl@Upp@@@QAEXAAVBar@2@@@Z)
$blitz.obj : error LNK2001: simbolo esterno "public: virtual class Upp::Image __thiscall
Upp::Ctrl::CursorImage(struct Upp::Point_<int>,unsigned long
)" (?CursorImage@Ctrl@Upp@@@UAE?AVImage@2@U?$Point_@H@2@K@Z) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual class Upp::Image __thiscall
Upp::Ctrl::CursorImage(struct Upp::Point_<int>,unsigned long
)" (?CursorImage@Ctrl@Upp@@@UAE?AVImage@2@U?$Point_@H@2@K@Z) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual class Upp::Image __thiscall
Upp::Ctrl::CursorImage(struct Upp::Point_<int>,unsigned long
)" (?CursorImage@Ctrl@Upp@@@UAE?AVImage@2@U?$Point_@H@2@K@Z) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual class Upp::Image __thiscall
Upp::Ctrl::CursorImage(struct Upp::Point_<int>,unsigned long
)" (?CursorImage@Ctrl@Upp@@@UAE?AVImage@2@U?$Point_@H@2@K@Z) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual class Upp::Image __thiscall
Upp::Ctrl::CursorImage(struct Upp::Point_<int>,unsigned long
)" (?CursorImage@Ctrl@Upp@@@UAE?AVImage@2@U?$Point_@H@2@K@Z) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual class Upp::Image __thiscall
Upp::Ctrl::CursorImage(struct Upp::Point_<int>,unsigned long
)" (?CursorImage@Ctrl@Upp@@@UAE?AVImage@2@U?$Point_@H@2@K@Z) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual bool __thiscall
Upp::TopWindow::Key(unsigned long,int)" (?Key@TopWindow@Upp@@@UAE_NKH@Z)
non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual bool __thiscall
Upp::TopWindow::Key(unsigned long,int)" (?Key@TopWindow@Upp@@@UAE_NKH@Z)
non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual bool __thiscall
Upp::TopWindow::Key(unsigned long,int)" (?Key@TopWindow@Upp@@@UAE_NKH@Z)
non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual bool __thiscall
Upp::TopWindow::Key(unsigned long,int)" (?Key@TopWindow@Upp@@@UAE_NKH@Z)
non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual bool __thiscall
Upp::TopWindow::Key(unsigned long,int)" (?Key@TopWindow@Upp@@@UAE_NKH@Z)
non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall
Upp::Ctrl::GotFocus(void)" (?GotFocus@Ctrl@Upp@@@UAEXXZ) non risolto
$blitz.obj : error LNK2019: riferimento al simbolo esterno "public: virtual void __thiscall
Upp::Ctrl::GotFocus(void)" (?GotFocus@Ctrl@Upp@@@UAEXXZ) n

```


\$blitz.obj : error LNK2019: riferimento al simbolo esterno "public: virtual void __thiscall Upp::Ctrl::AssignAccessKeys(unsigned long)" (?AssignAccessKeys@Ctrl@Upp@@UAEXK@Z) non risolto nella funzione "private: void __thiscall Upp::GridCtrl::SetClipboard(bool,bool)" (?SetClipboard@GridCtrl@Upp@@AAEX_N0@Z)

\$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall Upp::Ctrl::AssignAccessKeys(unsigned long)" (?AssignAccessKeys@Ctrl@Upp@@UAEXK@Z) non risolto

\$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall Upp::Ctrl::AssignAccessKeys(unsigned long)" (?AssignAccessKeys@Ctrl@Upp@@UAEXK@Z) non risolto

\$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall Upp::Ctrl::AssignAccessKeys(unsigned long)" (?AssignAccessKeys@Ctrl@Upp@@UAEXK@Z) non risolto

\$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall Upp::Ctrl::AssignAccessKeys(unsigned long)" (?AssignAccessKeys@Ctrl@Upp@@UAEXK@Z) non risolto

\$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall Upp::Ctrl::AssignAccessKeys(unsigned long)" (?AssignAccessKeys@Ctrl@Upp@@UAEXK@Z) non risolto

\$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall Upp::Ctrl::AssignAccessKeys(unsigned long)" (?AssignAccessKeys@Ctrl@Upp@@UAEXK@Z) non risolto

\$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall Upp::Ctrl::AssignAccessKeys(unsigned long)" (?AssignAccessKeys@Ctrl@Upp@@UAEXK@Z) non risolto

\$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall Upp::Ctrl::PostInput(void)" (?PostInput@Ctrl@Upp@@UAEXXZ) non risolto

\$blitz.obj : error LNK2019: riferimento al simbolo esterno "public: virtual void __thiscall Upp::Ctrl::PostInput(void)" (?PostInput@Ctrl@Upp@@UAEXXZ) non risolto nella funzione "private: void __thiscall Upp::GridCtrl::PasteCallbacks(bool)" (?PasteCallbacks@GridCtrl@Upp@@AAEX_N@Z)

\$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall Upp::Ctrl::PostInput(void)" (?PostInput@Ctrl@Upp@@UAEXXZ) non risolto

\$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall Upp::Ctrl::PostInput(void)" (?PostInput@Ctrl@Upp@@UAEXXZ) non risolto

\$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall Upp::Ctrl::PostInput(void)" (?PostInput@Ctrl@Upp@@UAEXXZ) non risolto

\$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall Upp::Ctrl::PostInput(void)" (?PostInput@Ctrl@Upp@@UAEXXZ) non risolto

\$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall Upp::Ctrl::PostInput(void)" (?PostInput@Ctrl@Upp@@UAEXXZ) non risolto

\$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall Upp::Ctrl::PostInput(void)" (?PostInput@Ctrl@Upp@@UAEXXZ) non risolto

\$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall Upp::Ctrl::PostInput(void)" (?PostInput@Ctrl@Upp@@UAEXXZ) non risolto

\$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall Upp::Ctrl::PostInput(void)" (?PostInput@Ctrl@Upp@@UAEXXZ) non risolto

\$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall Upp::Ctrl::ChildFrameMouseEvent(class Upp::Ctrl *,int,struct Upp::Point_

```
<int>,int,unsigned long)"
(?ChildFrameMouseEvent@Ctrl@Upp@@UAEXPAV12@HU?$Point_@H@2@HK@Z) non
risolto
$blitz.obj : error LNK2019: riferimento al simbolo esterno "public: virtual void __thiscall
Upp::Ctrl::ChildFrameMouseEvent(class Upp::Ctrl *,int,str
uct Upp::Point_ <int>,int,unsigned long)"
(?ChildFrameMouseEvent@Ctrl@Upp@@UAEXPAV12@HU?$Point_@H@2@HK@Z) non
risolto nella funzione "public: virtual
void __thiscall Upp::GridCtrl::Paint(class Upp::Draw &)"
(?Paint@GridCtrl@Upp@@UAEXAAVDdraw@2@@Z)
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall
Upp::Ctrl::ChildFrameMouseEvent(class Upp::Ctrl *,int,struct Upp::Point_
<int>,int,unsigned long)"
(?ChildFrameMouseEvent@Ctrl@Upp@@UAEXPAV12@HU?$Point_@H@2@HK@Z) non
risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall
Upp::Ctrl::ChildFrameMouseEvent(class Upp::Ctrl *,int,struct Upp::Point_
<int>,int,unsigned long)"
(?ChildFrameMouseEvent@Ctrl@Upp@@UAEXPAV12@HU?$Point_@H@2@HK@Z) non
risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall
Upp::Ctrl::ChildFrameMouseEvent(class Upp::Ctrl *,int,struct Upp::Point_
<int>,int,unsigned long)"
(?ChildFrameMouseEvent@Ctrl@Upp@@UAEXPAV12@HU?$Point_@H@2@HK@Z) non
risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall
Upp::Ctrl::ChildFrameMouseEvent(class Upp::Ctrl *,int,struct Upp::Point_
<int>,int,unsigned long)"
(?ChildFrameMouseEvent@Ctrl@Upp@@UAEXPAV12@HU?$Point_@H@2@HK@Z) non
risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall
Upp::Ctrl::ChildFrameMouseEvent(class Upp::Ctrl *,int,struct Upp::Point_
<int>,int,unsigned long)"
(?ChildFrameMouseEvent@Ctrl@Upp@@UAEXPAV12@HU?$Point_@H@2@HK@Z) non
risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall
Upp::Ctrl::ChildFrameMouseEvent(class Upp::Ctrl *,int,struct Upp::Point_
<int>,int,unsigned long)"
(?ChildFrameMouseEvent@Ctrl@Upp@@UAEXPAV12@HU?$Point_@H@2@HK@Z) non
risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall
Upp::Ctrl::ChildFrameMouseEvent(class Upp::Ctrl *,int,struct Upp::Point_
<int>,int,unsigned long)"
(?ChildFrameMouseEvent@Ctrl@Upp@@UAEXPAV12@HU?$Point_@H@2@HK@Z) non
risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall
Upp::Ctrl::ChildFrameMouseEvent(class Upp::Ctrl *,int,struct Upp::Point_
<int>,int,unsigned long)"
(?ChildFrameMouseEvent@Ctrl@Upp@@UAEXPAV12@HU?$Point_@H@2@HK@Z) non
risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall
Upp::Ctrl::ChildMouseEvent(class Upp::Ctrl *,int,struct U
pp::Point_ <int>,int,unsigned long)"
```

```
(?ChildMouseEvent@Ctrl@Upp@@UAEXPAV12@HU?$Point_@H@2@HK@Z) non risolto nella  
funzione "public: __thiscall Johanse  
nCtrl::JohansenCtrl(void)" (?0JohansenCtrl@@QAE@XZ)  
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall  
Upp::Ctrl::ChildMouseEvent(class Upp::Ctrl *,int,struct Upp::Point_,int,unsigned long)"  
(?ChildMouseEvent@Ctrl@Upp@@UAEXPAV12@HU?$Point_@H@2@HK@Z) non risolto  
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall  
Upp::Ctrl::ChildMouseEvent(class Upp::Ctrl *,int,struct Upp::Point_,int,unsigned long)"  
(?ChildMouseEvent@Ctrl@Upp@@UAEXPAV12@HU?$Point_@H@2@HK@Z) non risolto  
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall  
Upp::Ctrl::ChildMouseEvent(class Upp::Ctrl *,int,struct Upp::Point_,int,unsigned long)"  
(?ChildMouseEvent@Ctrl@Upp@@UAEXPAV12@HU?$Point_@H@2@HK@Z) non risolto  
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall  
Upp::Ctrl::ChildMouseEvent(class Upp::Ctrl *,int,struct Upp::Point_,int,unsigned long)"  
(?ChildMouseEvent@Ctrl@Upp@@UAEXPAV12@HU?$Point_@H@2@HK@Z) non risolto  
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall  
Upp::Ctrl::ChildMouseEvent(class Upp::Ctrl *,int,struct Upp::Point_,int,unsigned long)"  
(?ChildMouseEvent@Ctrl@Upp@@UAEXPAV12@HU?$Point_@H@2@HK@Z) non risolto  
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall  
Upp::Ctrl::ChildMouseEvent(class Upp::Ctrl *,int,struct Upp::Point_,int,unsigned long)"  
(?ChildMouseEvent@Ctrl@Upp@@UAEXPAV12@HU?$Point_@H@2@HK@Z) non risolto  
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall  
Upp::Ctrl::ChildMouseEvent(class Upp::Ctrl *,int,struct Upp::Point_,int,unsigned long)"  
(?ChildMouseEvent@Ctrl@Upp@@UAEXPAV12@HU?$Point_@H@2@HK@Z) non risolto  
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall  
Upp::Ctrl::ChildMouseEvent(class Upp::Ctrl *,int,struct Upp::Point_,int,unsigned long)"  
(?ChildMouseEvent@Ctrl@Upp@@UAEXPAV12@HU?$Point_@H@2@HK@Z) non risolto  
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall  
Upp::TopWindow::ChildGotFocus(void)" (?ChildGotFocus@TopWindow@Upp@@UAEX  
XZ) non risolto  
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall  
Upp::TopWindow::ChildGotFocus(void)" (?ChildGotFocus@TopWindow@Upp@@UAEX  
XZ) non risolto  
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall  
Upp::TopWindow::ChildGotFocus(void)" (?ChildGotFocus@TopWindow@Upp@@UAEX  
XZ) non risolto  
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall  
Upp::TopWindow::ChildGotFocus(void)" (?ChildGotFocus@TopWindow@Upp@@UAEX  
XZ) non risolto  
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall
```

Upp::TopWindow::ChildGotFocus(void)" (?ChildGotFocus@TopWindow@Upp@@@UAEXXZ) non risolto

\$blitz.obj : error LNK2019: riferimento al simbolo esterno "public: virtual void __thiscall Upp::Ctrl::ChildLostFocus(void)" (?ChildLostFocus@Ctrl@Upp@@@UAEXXZ) non risolto nella funzione "public: __thiscall JohansenCtrl::JohansenCtrl(void)" (??0JohansenCtrl@@@QAE@XZ)

\$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall Upp::Ctrl::ChildLostFocus(void)" (?ChildLostFocus@Ctrl@Upp@@@UAEXXZ) non risolto

\$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall Upp::Ctrl::ChildLostFocus(void)" (?ChildLostFocus@Ctrl@Upp@@@UAEXXZ) non risolto

\$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall Upp::Ctrl::ChildLostFocus(void)" (?ChildLostFocus@Ctrl@Upp@@@UAEXXZ) non risolto

\$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall Upp::Ctrl::ChildLostFocus(void)" (?ChildLostFocus@Ctrl@Upp@@@UAEXXZ) non risolto

\$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall Upp::Ctrl::ChildLostFocus(void)" (?ChildLostFocus@Ctrl@Upp@@@UAEXXZ) non risolto

\$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall Upp::Ctrl::ChildLostFocus(void)" (?ChildLostFocus@Ctrl@Upp@@@UAEXXZ) non risolto

\$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall Upp::Ctrl::ChildLostFocus(void)" (?ChildLostFocus@Ctrl@Upp@@@UAEXXZ) non risolto

\$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall Upp::Ctrl::ChildLostFocus(void)" (?ChildLostFocus@Ctrl@Upp@@@UAEXXZ) non risolto

\$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall Upp::Ctrl::ChildLostFocus(void)" (?ChildLostFocus@Ctrl@Upp@@@UAEXXZ) non risolto

\$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall Upp::Ctrl::ChildLostFocus(void)" (?ChildLostFocus@Ctrl@Upp@@@UAEXXZ) non risolto

\$blitz.obj : error LNK2019: riferimento al simbolo esterno "public: virtual void __thiscall Upp::Ctrl::ChildAdded(class Upp::Ctrl *)" (?ChildAdded@Ctrl@Upp@@@UAEXPV12@@@Z) non risolto nella funzione "public: __thiscall JohansenCtrl::JohansenCtrl(void)" (??0JohansenCtrl@@@QAE@XZ)

\$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall Upp::Ctrl::ChildAdded(class Upp::Ctrl *)" (?ChildAdded@Ctrl@Upp@@@UAEXPV12@@@Z) non risolto

\$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall Upp::Ctrl::ChildAdded(class Upp::Ctrl *)" (?ChildAdded@Ctrl@Upp@@@UAEXPV12@@@Z) non risolto

\$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall Upp::Ctrl::ChildAdded(class Upp::Ctrl *)" (?ChildAdded@Ctrl@Upp@@@UAEXPV12@@@Z) non risolto

\$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall Upp::Ctrl::ChildAdded(class Upp::Ctrl *)" (?ChildAdded@Ctrl@Upp@@@UAEXPV12@@@Z) non risolto

\$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall Upp::Ctrl::ChildAdded(class Upp::Ctrl *)" (?ChildAdded@Ctrl@Upp@@@UAEXPV12@@@Z) non risolto

12@@Z) non risolto
 \$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall
 Upp::Ctrl::ChildAdded(class Upp::Ctrl *)" (?ChildAdded@Ctrl@Upp@@@UAEXP
 12@@Z) non risolto
 \$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall
 Upp::Ctrl::ChildAdded(class Upp::Ctrl *)" (?ChildAdded@Ctrl@Upp@@@UAEXP
 12@@Z) non risolto
 \$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall
 Upp::Ctrl::ChildAdded(class Upp::Ctrl *)" (?ChildAdded@Ctrl@Upp@@@UAEXP
 12@@Z) non risolto
 \$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall
 Upp::Ctrl::ChildRemoved(class Upp::Ctrl *)" (?ChildRemoved@Ctrl@Upp@@@UAE
 XPAV12@@Z) non risolto
 \$blitz.obj : error LNK2019: riferimento al simbolo esterno "public: virtual void __thiscall
 Upp::Ctrl::ChildRemoved(class Upp::Ctrl *)" (?ChildRemove
 d@Ctrl@Upp@@@UAEXPV12@@Z) non risolto nella funzione "public: virtual void __thiscall
 Upp::GridCtrl::Paint(class Upp::Draw &)" (?Paint@GridCtrl@Upp@@@
 UAEXAAVDraw@2@@Z)
 \$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall
 Upp::Ctrl::ChildRemoved(class Upp::Ctrl *)" (?ChildRemoved@Ctrl@Upp@@@UAE
 XPAV12@@Z) non risolto
 \$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall
 Upp::Ctrl::ChildRemoved(class Upp::Ctrl *)" (?ChildRemoved@Ctrl@Upp@@@UAE
 XPAV12@@Z) non risolto
 \$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall
 Upp::Ctrl::ChildRemoved(class Upp::Ctrl *)" (?ChildRemoved@Ctrl@Upp@@@UAE
 XPAV12@@Z) non risolto
 \$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall
 Upp::Ctrl::ChildRemoved(class Upp::Ctrl *)" (?ChildRemoved@Ctrl@Upp@@@UAE
 XPAV12@@Z) non risolto
 \$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall
 Upp::Ctrl::ChildRemoved(class Upp::Ctrl *)" (?ChildRemoved@Ctrl@Upp@@@UAE
 XPAV12@@Z) non risolto
 \$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall
 Upp::Ctrl::ChildRemoved(class Upp::Ctrl *)" (?ChildRemoved@Ctrl@Upp@@@UAE
 XPAV12@@Z) non risolto
 \$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall
 Upp::Ctrl::ParentChange(void)" (?ParentChange@Ctrl@Upp@@@UAEXXZ) non riso
 lto
 \$blitz.obj : error LNK2019: riferimento al simbolo esterno "public: virtual void __thiscall
 Upp::Ctrl::ParentChange(void)" (?ParentChange@Ctrl@Upp@@@U
 AEXXZ) non risolto nella funzione "public: virtual void __thiscall Upp::GridCtrl::Paint(class
 Upp::Draw &)" (?Paint@GridCtrl@Upp@@@UAEXAAVDraw@2@@Z)
 \$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall
 Upp::Ctrl::ParentChange(void)" (?ParentChange@Ctrl@Upp@@@UAEXXZ) non riso

Page 40 of 94 ---- Generated from U++ Forum

Page 41 of 94 ---- Generated from U++ Forum

\$blitz.obj : error LNK2001: simbolo esterno "public: virtual struct Upp::Size_<int> __thiscall Upp::Ctrl::GetMaxSize(void)const " (?GetMaxSize@Ctrl@Upp@@UBE?AU?\$Size_@H@2@XZ) non risolto

\$blitz.obj : error LNK2001: simbolo esterno "public: virtual struct Upp::Size_<int> __thiscall Upp::Ctrl::GetMaxSize(void)const " (?GetMaxSize@Ctrl@Upp@@UBE?AU?\$Size_@H@2@XZ) non risolto

\$blitz.obj : error LNK2001: simbolo esterno "public: virtual struct Upp::Size_<int> __thiscall Upp::Ctrl::GetMaxSize(void)const " (?GetMaxSize@Ctrl@Upp@@UBE?AU?\$Size_@H@2@XZ) non risolto

\$blitz.obj : error LNK2001: simbolo esterno "public: virtual struct Upp::Size_<int> __thiscall Upp::Ctrl::GetMaxSize(void)const " (?GetMaxSize@Ctrl@Upp@@UBE?AU?\$Size_@H@2@XZ) non risolto

\$blitz.obj : error LNK2001: simbolo esterno "public: virtual struct Upp::Size_<int> __thiscall Upp::Ctrl::GetMaxSize(void)const " (?GetMaxSize@Ctrl@Upp@@UBE?AU?\$Size_@H@2@XZ) non risolto

\$blitz.obj : error LNK2001: simbolo esterno "public: virtual struct Upp::Size_<int> __thiscall Upp::Ctrl::GetMaxSize(void)const " (?GetMaxSize@Ctrl@Upp@@UBE?AU?\$Size_@H@2@XZ) non risolto

\$blitz.obj : error LNK2001: simbolo esterno "public: virtual bool __thiscall Upp::TopWindow::IsShowEnabled(void)const " (?IsShowEnabled@TopWindow@Upp@@UBE_NXZ) non risolto

\$blitz.obj : error LNK2001: simbolo esterno "public: virtual bool __thiscall Upp::TopWindow::IsShowEnabled(void)const " (?IsShowEnabled@TopWindow@Upp@@UBE_NXZ) non risolto

\$blitz.obj : error LNK2001: simbolo esterno "public: virtual bool __thiscall Upp::TopWindow::IsShowEnabled(void)const " (?IsShowEnabled@TopWindow@Upp@@UBE_NXZ) non risolto

\$blitz.obj : error LNK2001: simbolo esterno "public: virtual bool __thiscall Upp::TopWindow::IsShowEnabled(void)const " (?IsShowEnabled@TopWindow@Upp@@UBE_NXZ) non risolto

\$blitz.obj : error LNK2001: simbolo esterno "public: virtual bool __thiscall Upp::TopWindow::IsShowEnabled(void)const " (?IsShowEnabled@TopWindow@Upp@@UBE_NXZ) non risolto

\$blitz.obj : error LNK2001: simbolo esterno "public: virtual struct Upp::Rect_<int> __thiscall Upp::Ctrl::GetOpaqueRect(void)const " (?GetOpaqueRect@Ctrl@Upp@@UBE?AU?\$Rect_@H@2@XZ) non risolto

\$blitz.obj : error LNK2019: riferimento al simbolo esterno "public: virtual struct Upp::Rect_<int> __thiscall Upp::Ctrl::GetOpaqueRect(void)const " (?GetOpaqueRect@Ctrl@Upp@@UBE?AU?\$Rect_@H@2@XZ) non risolto nella funzione "public: virtual void __thiscall Upp::GridCtrl::MouseMove(struct Upp::Point_<int>,unsigned long)" (?MouseMove@GridCtrl@Upp@@UAEXU?\$Point_@H@2@K@Z)

\$blitz.obj : error LNK2001: simbolo esterno "public: virtual struct Upp::Rect_<int> __thiscall Upp::Ctrl::GetOpaqueRect(void)const " (?GetOpaqueRect@Ctrl@Upp@@UBE?AU?\$Rect_@H@2@XZ) non risolto

\$blitz.obj : error LNK2001: simbolo esterno "public: virtual struct Upp::Rect_<int> __thiscall

```

Upp::Ctrl::GetOpaqueRect(void)const " (?GetOpaqueRect@
Ctrl@Upp@@@UBE?AU?$Rect_@H@2@XZ) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual struct Upp::Rect_<int> __thiscall
Upp::Ctrl::GetOpaqueRect(void)const " (?GetOpaqueRect@
Ctrl@Upp@@@UBE?AU?$Rect_@H@2@XZ) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual struct Upp::Rect_<int> __thiscall
Upp::Ctrl::GetOpaqueRect(void)const " (?GetOpaqueRect@
Ctrl@Upp@@@UBE?AU?$Rect_@H@2@XZ) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual struct Upp::Rect_<int> __thiscall
Upp::Ctrl::GetOpaqueRect(void)const " (?GetOpaqueRect@
Ctrl@Upp@@@UBE?AU?$Rect_@H@2@XZ) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual struct Upp::Rect_<int> __thiscall
Upp::Ctrl::GetOpaqueRect(void)const " (?GetOpaqueRect@
Ctrl@Upp@@@UBE?AU?$Rect_@H@2@XZ) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual struct Upp::Rect_<int> __thiscall
Upp::Ctrl::GetOpaqueRect(void)const " (?GetOpaqueRect@
Ctrl@Upp@@@UBE?AU?$Rect_@H@2@XZ) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual struct Upp::Rect_<int> __thiscall
Upp::Ctrl::GetOpaqueRect(void)const " (?GetOpaqueRect@
Ctrl@Upp@@@UBE?AU?$Rect_@H@2@XZ) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual struct Upp::Rect_<int> __thiscall
Upp::Ctrl::GetVoidRect(void)const " (?GetVoidRect@Ctrl
@Upp@@@UBE?AU?$Rect_@H@2@XZ) non risolto
$blitz.obj : error LNK2019: riferimento al simbolo esterno "public: virtual struct Upp::Rect_<int>
__thiscall Upp::Ctrl::GetVoidRect(void)const " (?G
etVoidRect@Ctrl@Upp@@@UBE?AU?$Rect_@H@2@XZ) non risolto nella funzione "public:
virtual void __thiscall Upp::GridCtrl::MouseMove(struct Upp::Point_<in
t>,unsigned long)" (?MouseMove@GridCtrl@Upp@@@UAEXU?$Point_@H@2@K@Z)
$blitz.obj : error LNK2001: simbolo esterno "public: virtual struct Upp::Rect_<int> __thiscall
Upp::Ctrl::GetVoidRect(void)const " (?GetVoidRect@Ctrl
@Upp@@@UBE?AU?$Rect_@H@2@XZ) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual struct Upp::Rect_<int> __thiscall
Upp::Ctrl::GetVoidRect(void)const " (?GetVoidRect@Ctrl
@Upp@@@UBE?AU?$Rect_@H@2@XZ) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual struct Upp::Rect_<int> __thiscall
Upp::Ctrl::GetVoidRect(void)const " (?GetVoidRect@Ctrl
@Upp@@@UBE?AU?$Rect_@H@2@XZ) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual struct Upp::Rect_<int> __thiscall
Upp::Ctrl::GetVoidRect(void)const " (?GetVoidRect@Ctrl
@Upp@@@UBE?AU?$Rect_@H@2@XZ) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual struct Upp::Rect_<int> __thiscall
Upp::Ctrl::GetVoidRect(void)const " (?GetVoidRect@Ctrl
@Upp@@@UBE?AU?$Rect_@H@2@XZ) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual struct Upp::Rect_<int> __thiscall
Upp::Ctrl::GetVoidRect(void)const " (?GetVoidRect@Ctrl
@Upp@@@UBE?AU?$Rect_@H@2@XZ) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual struct Upp::Rect_<int> __thiscall
Upp::Ctrl::GetVoidRect(void)const " (?GetVoidRect@Ctrl
@Upp@@@UBE?AU?$Rect_@H@2@XZ) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual struct Upp::Rect_<int> __thiscall
Upp::Ctrl::GetVoidRect(void)const " (?GetVoidRect@Ctrl
@Upp@@@UBE?AU?$Rect_@H@2@XZ) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall Upp::Ctrl::Updated(void)"
(?Updated@Ctrl@Upp@@@UAEXXZ) non risolto

```

Page 44 of 94 ---- Generated from U++ Forum

\$blitz.obj : error LNK2001: simbolo esterno "public: virtual bool __thiscall Upp::Ctrl::IsOcxChild(void)" (?IsOcxChild@Ctrl@Upp@@@UAE_NXZ) non risolto

\$blitz.obj : error LNK2001: simbolo esterno "public: virtual bool __thiscall Upp::Ctrl::IsOcxChild(void)" (?IsOcxChild@Ctrl@Upp@@@UAE_NXZ) non risolto

\$blitz.obj : error LNK2001: simbolo esterno "public: virtual bool __thiscall Upp::Ctrl::IsOcxChild(void)" (?IsOcxChild@Ctrl@Upp@@@UAE_NXZ) non risolto

\$blitz.obj : error LNK2019: riferimento al simbolo esterno "public: virtual class Upp::String __thiscall Upp::TopWindow::GetDesc(void)const " (?GetDesc@TopWindow@Upp@@@UBE?AVString@2@XZ) non risolto nella funzione "public: void __thiscall Upp::SqlCtrls::Add(class Upp::SqlId,class Upp::Ctrl &)" (?Add@SqlCtrls@Upp@@@QAEXVSqlId@2@AAVCtrl@2@@@Z)

\$blitz.obj : error LNK2001: simbolo esterno "public: virtual class Upp::String __thiscall Upp::TopWindow::GetDesc(void)const " (?GetDesc@TopWindow@Upp@@@UBE?AVString@2@XZ) non risolto

\$blitz.obj : error LNK2001: simbolo esterno "public: virtual class Upp::String __thiscall Upp::TopWindow::GetDesc(void)const " (?GetDesc@TopWindow@Upp@@@UBE?AVString@2@XZ) non risolto

\$blitz.obj : error LNK2001: simbolo esterno "public: virtual class Upp::String __thiscall Upp::TopWindow::GetDesc(void)const " (?GetDesc@TopWindow@Upp@@@UBE?AVString@2@XZ) non risolto

\$blitz.obj : error LNK2001: simbolo esterno "public: virtual class Upp::String __thiscall Upp::TopWindow::GetDesc(void)const " (?GetDesc@TopWindow@Upp@@@UBE?AVString@2@XZ) non risolto

\$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall Upp::Ctrl::Dump(class Upp::Stream &)const " (?Dump@Ctrl@Upp@@@UBEXAAVStream@2@@@Z) non risolto

\$blitz.obj : error LNK2019: riferimento al simbolo esterno "public: virtual void __thiscall Upp::Ctrl::Dump(class Upp::Stream &)const " (?Dump@Ctrl@Upp@@@UBEXAAVStream@2@@@Z) non risolto nella funzione "public: virtual void __thiscall Upp::GridCtrl::LeftUp(struct Upp::Point_<int>,unsigned long)" (?LeftUp@GridCtrl@Upp@@@UAEXU?\$Point_@H@2@K@Z)

\$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall Upp::Ctrl::Dump(class Upp::Stream &)const " (?Dump@Ctrl@Upp@@@UBEXAAVStream@2@@@Z) non risolto

\$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall Upp::Ctrl::Dump(class Upp::Stream &)const " (?Dump@Ctrl@Upp@@@UBEXAAVStream@2@@@Z) non risolto

\$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall Upp::Ctrl::Dump(class Upp::Stream &)const " (?Dump@Ctrl@Upp@@@UBEXAAVStream@2@@@Z) non risolto

\$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall Upp::Ctrl::Dump(class Upp::Stream &)const " (?Dump@Ctrl@Upp@@@UBEXAAVStream@2@@@Z) non risolto

\$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall Upp::Ctrl::Dump(class

Page 46 of 94 ---- Generated from U++ Forum

```

Upp::Ctrl *)" (?AddChild@Ctrl@Upp@@QAEXPAV12@@Z) non r
isolto
$blitz.obj : error LNK2001: simbolo esterno "public: void __thiscall Upp::Ctrl::AddChild(class
Upp::Ctrl *)" (?AddChild@Ctrl@Upp@@QAEXPAV12@@Z) non r
isolto
$blitz.obj : error LNK2001: simbolo esterno "public: void __thiscall Upp::Ctrl::AddChild(class
Upp::Ctrl *)" (?AddChild@Ctrl@Upp@@QAEXPAV12@@Z) non r
isolto
$blitz.obj : error LNK2001: simbolo esterno "public: void __thiscall Upp::Ctrl::AddChild(class
Upp::Ctrl *)" (?AddChild@Ctrl@Upp@@QAEXPAV12@@Z) non r
isolto
$blitz.obj : error LNK2019: riferimento al simbolo esterno "public: void __thiscall
Upp::Ctrl::AddChild(class Upp::Ctrl *)" (?AddChild@Ctrl@Upp@@QAEX
PAV12@@Z) non risolto nella funzione "public: void __thiscall Upp::Ctrl::Add(class Upp::Ctrl &)"
(?Add@Ctrl@Upp@@QAEXAAV12@@Z)
$blitz.obj : error LNK2001: simbolo esterno "public: void __thiscall Upp::Ctrl::AddChild(class
Upp::Ctrl *)" (?AddChild@Ctrl@Upp@@QAEXPAV12@@Z) non r
isolto
$blitz.obj : error LNK2001: simbolo esterno "public: void __thiscall Upp::Ctrl::AddChild(class
Upp::Ctrl *)" (?AddChild@Ctrl@Upp@@QAEXPAV12@@Z) non r
isolto
$blitz.obj : error LNK2001: simbolo esterno "public: void __thiscall Upp::Ctrl::AddChild(class
Upp::Ctrl *)" (?AddChild@Ctrl@Upp@@QAEXPAV12@@Z) non r
isolto
$blitz.obj : error LNK2019: riferimento al simbolo esterno "public: class Upp::TopWindow &
__thiscall Upp::TopWindow::MaximizeBox(bool)" (?MaximizeBo
x@TopWindow@Upp@@QAEAAV12@_N@Z) non risolto nella funzione "public: class
Upp::TopWindow & __thiscall Upp::TopWindow::Zoomable(bool)" (?Zoomable@TopW
indow@Upp@@QAEAAV12@_N@Z)
$blitz.obj : error LNK2001: simbolo esterno "public: class Upp::TopWindow & __thiscall
Upp::TopWindow::MaximizeBox(bool)" (?MaximizeBox@TopWindow@Upp
@@QAEAAV12@_N@Z) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: class Upp::TopWindow & __thiscall
Upp::TopWindow::MaximizeBox(bool)" (?MaximizeBox@TopWindow@Upp
@@QAEAAV12@_N@Z) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: class Upp::TopWindow & __thiscall
Upp::TopWindow::MaximizeBox(bool)" (?MaximizeBox@TopWindow@Upp
@@QAEAAV12@_N@Z) non risolto
$blitz.obj : error LNK2019: riferimento al simbolo esterno "public: class Upp::TopWindow &
__thiscall Upp::TopWindow::MinimizeBox(bool)" (?MinimizeBo
x@TopWindow@Upp@@QAEAAV12@_N@Z) non risolto nella funzione "public: class
Upp::TopWindow & __thiscall Upp::TopWindow::Zoomable(bool)" (?Zoomable@
TopWindow@Upp@@QAEAAV12@_N@Z)
$blitz.obj : error LNK2001: simbolo esterno "public: class Upp::TopWindow & __thiscall
Upp::TopWindow::MinimizeBox(bool)" (?MinimizeBox@TopWindow@Upp
@@QAEAAV12@_N@Z) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: class Upp::TopWindow & __thiscall
Upp::TopWindow::MinimizeBox(bool)" (?MinimizeBox@TopWindow@Upp

```

Page 48 of 94 ---- Generated from U++ Forum

```

Upp::TopWindow::TopWindow(void)" (??0TopWindow@Upp@@@QAE@XZ) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: __thiscall
Upp::TopWindow::TopWindow(void)" (??0TopWindow@Upp@@@QAE@XZ) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: __thiscall
Upp::TopWindow::TopWindow(void)" (??0TopWindow@Upp@@@QAE@XZ) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual __thiscall
Upp::TopWindow::~~TopWindow(void)" (??1TopWindow@Upp@@@UAE@XZ) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual __thiscall
Upp::TopWindow::~~TopWindow(void)" (??1TopWindow@Upp@@@UAE@XZ) non risolto
$blitz.obj : error LNK2019: riferimento al simbolo esterno "public: virtual __thiscall
Upp::TopWindow::~~TopWindow(void)" (??1TopWindow@Upp@@@UAE@XZ) n
on risolto nella funzione "public: virtual __thiscall WithSTALayout<class
Upp::TopWindow>::~~WithSTALayout<class Upp::TopWindow>(void)" (??1?$WithSTAL
ayout@VTopWindow@Upp@@@UAE@XZ)
main.obj : error LNK2001: simbolo esterno "public: virtual __thiscall
Upp::TopWindow::~~TopWindow(void)" (??1TopWindow@Upp@@@UAE@XZ) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual __thiscall
Upp::TopWindow::~~TopWindow(void)" (??1TopWindow@Upp@@@UAE@XZ) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual __thiscall
Upp::TopWindow::~~TopWindow(void)" (??1TopWindow@Upp@@@UAE@XZ) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual long __thiscall
Upp::Ctrl::WindowProc(unsigned int,unsigned int,long)" (?WindowProc@Ctrl
@Upp@@@UAEJIIJ@Z) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual long __thiscall
Upp::Ctrl::WindowProc(unsigned int,unsigned int,long)" (?WindowProc@Ctrl
@Upp@@@UAEJIIJ@Z) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual long __thiscall
Upp::Ctrl::WindowProc(unsigned int,unsigned int,long)" (?WindowProc@Ctrl
@Upp@@@UAEJIIJ@Z) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual long __thiscall
Upp::Ctrl::WindowProc(unsigned int,unsigned int,long)" (?WindowProc@Ctrl
@Upp@@@UAEJIIJ@Z) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual long __thiscall
Upp::Ctrl::WindowProc(unsigned int,unsigned int,long)" (?WindowProc@Ctrl
@Upp@@@UAEJIIJ@Z) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual long __thiscall
Upp::Ctrl::WindowProc(unsigned int,unsigned int,long)" (?WindowProc@Ctrl
@Upp@@@UAEJIIJ@Z) non risolto
$blitz.obj : error LNK2019: riferimento al simbolo esterno "public: virtual long __thiscall
Upp::Ctrl::WindowProc(unsigned int,unsigned int,long)" (?
WindowProc@Ctrl@Upp@@@UAEJIIJ@Z) non risolto nella funzione "void __cdecl
Upp::InitLayout<class Upp::ColorSelectorImpl,class Upp::ColorSelectorImpl>(c
lass Upp::Ctrl &,class Upp::ColorSelectorImpl &,class Upp::ColorSelectorImpl &,struct
Upp::PaletteLayout__layid &)" (??$InitLayout@VColorSelectorImpl
@Upp@@@V12@@@Upp@@@YAXAAVCtrl@0@AAVColorSelectorImpl@0@1AAUPaletteLayout__
layid@0@@@Z)
$blitz.obj : error LNK2001: simbolo esterno "public: virtual long __thiscall
Upp::Ctrl::WindowProc(unsigned int,unsigned int,long)" (?WindowProc@Ctrl

```

@Upp@@@UAEJIIJ@Z) non risolto
 \$blitz.obj : error LNK2001: simbolo esterno "public: virtual long __thiscall Upp::Ctrl::WindowProc(unsigned int,unsigned int,long)" (?WindowProc@Ctrl @Upp@@@UAEJIIJ@Z) non risolto
 \$blitz.obj : error LNK2001: simbolo esterno "public: virtual bool __thiscall Upp::Ctrl::Accept(void)" (?Accept@Ctrl@Upp@@@UAE_NXZ) non risolto
 \$blitz.obj : error LNK2001: simbolo esterno "public: virtual bool __thiscall Upp::Ctrl::Accept(void)" (?Accept@Ctrl@Upp@@@UAE_NXZ) non risolto
 \$blitz.obj : error LNK2001: simbolo esterno "public: virtual bool __thiscall Upp::Ctrl::Accept(void)" (?Accept@Ctrl@Upp@@@UAE_NXZ) non risolto
 \$blitz.obj : error LNK2001: simbolo esterno "public: virtual bool __thiscall Upp::Ctrl::Accept(void)" (?Accept@Ctrl@Upp@@@UAE_NXZ) non risolto
 \$blitz.obj : error LNK2001: simbolo esterno "public: virtual bool __thiscall Upp::Ctrl::Accept(void)" (?Accept@Ctrl@Upp@@@UAE_NXZ) non risolto
 \$blitz.obj : error LNK2001: simbolo esterno "public: virtual bool __thiscall Upp::Ctrl::Accept(void)" (?Accept@Ctrl@Upp@@@UAE_NXZ) non risolto
 \$blitz.obj : error LNK2019: riferimento al simbolo esterno "public: virtual bool __thiscall Upp::Ctrl::Accept(void)" (?Accept@Ctrl@Upp@@@UAE_NXZ) non risolto nella funzione "void __cdecl Upp::InitLayout<class Upp::ColorSelectorImpl,class Upp::ColorSelectorImpl>(class Upp::Ctrl &,class Upp::ColorSelectorImpl &,class Upp::ColorSelectorImpl &,struct Upp::PaletteLayout __layid &)" (??\$InitLayout@VColorSelectorImpl@Upp@@@V12@@@Upp@@@YAXAAVCtrl@0@AAVColorSelectorImpl@0@1AAUPaletteLayout __layid@0@@@Z)
 \$blitz.obj : error LNK2001: simbolo esterno "public: virtual bool __thiscall Upp::Ctrl::Accept(void)" (?Accept@Ctrl@Upp@@@UAE_NXZ) non risolto
 \$blitz.obj : error LNK2001: simbolo esterno "public: virtual bool __thiscall Upp::Ctrl::Accept(void)" (?Accept@Ctrl@Upp@@@UAE_NXZ) non risolto
 \$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall Upp::Ctrl::Reject(void)" (?Reject@Ctrl@Upp@@@UAEXXZ) non risolto
 \$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall Upp::Ctrl::Reject(void)" (?Reject@Ctrl@Upp@@@UAEXXZ) non risolto
 \$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall Upp::Ctrl::Reject(void)" (?Reject@Ctrl@Upp@@@UAEXXZ) non risolto
 \$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall Upp::Ctrl::Reject(void)" (?Reject@Ctrl@Upp@@@UAEXXZ) non risolto
 \$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall Upp::Ctrl::Reject(void)" (?Reject@Ctrl@Upp@@@UAEXXZ) non risolto
 \$blitz.obj : error LNK2019: riferimento al simbolo esterno "public: virtual void __thiscall Upp::Ctrl::Reject(void)" (?Reject@Ctrl@Upp@@@UAEXXZ) non risolto nella funzione "public: __thiscall Upp::SqlInsert::SqlInsert(class Upp::SqlId const &)" (??0SqlInsert@Upp@@@QAE@ABVSqlId@1@@@Z)
 \$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall Upp::Ctrl::Reject(void)" (?Reject@Ctrl@Upp@@@UAEXXZ) non risolto
 \$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall Upp::Ctrl::Reject(void)" (?Reject@Ctrl@Upp@@@UAEXXZ) non risolto
 \$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall Upp::Ctrl::Reject(void)" (?Reject@Ctrl@Upp@@@UAEXXZ) non risolto
 \$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall Upp::Ctrl::Reject(void)" (?Reject@Ctrl@Upp@@@UAEXXZ) non risolto
 \$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall Upp::Ctrl::Reject(void)" (?Reject@Ctrl@Upp@@@UAEXXZ) non risolto
 \$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall Upp::Ctrl::Paint(class

```

Upp::Draw &)" (?Paint@Ctrl@Upp@@@UAEXAAVDraw@2@@@Z)
    non risolto
$blitz.obj : error LNK2019: riferimento al simbolo esterno "public: virtual void __thiscall
Upp::Ctrl::Paint(class Upp::Draw &)" (?Paint@Ctrl@Upp@@@UA
EXAAVDraw@2@@@Z) non risolto nella funzione "public: class Upp::String __thiscall
Combiner::qtf_SLU(void)" (?qtf_SLU@Combiner@@QAE?AVString@Upp@@@XZ)
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall Upp::Ctrl::Paint(class
Upp::Draw &)" (?Paint@Ctrl@Upp@@@UAEXAAVDraw@2@@@Z)
    non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall Upp::Ctrl::Paint(class
Upp::Draw &)" (?Paint@Ctrl@Upp@@@UAEXAAVDraw@2@@@Z)
    non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall Upp::Ctrl::Paint(class
Upp::Draw &)" (?Paint@Ctrl@Upp@@@UAEXAAVDraw@2@@@Z)
    non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall Upp::Ctrl::Paint(class
Upp::Draw &)" (?Paint@Ctrl@Upp@@@UAEXAAVDraw@2@@@Z)
    non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall Upp::Ctrl::Activate(void)"
(?Activate@Ctrl@Upp@@@UAEXXZ) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall Upp::Ctrl::Activate(void)"
(?Activate@Ctrl@Upp@@@UAEXXZ) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall Upp::Ctrl::Activate(void)"
(?Activate@Ctrl@Upp@@@UAEXXZ) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall Upp::Ctrl::Activate(void)"
(?Activate@Ctrl@Upp@@@UAEXXZ) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall Upp::Ctrl::Activate(void)"
(?Activate@Ctrl@Upp@@@UAEXXZ) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall Upp::Ctrl::Activate(void)"
(?Activate@Ctrl@Upp@@@UAEXXZ) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall Upp::Ctrl::Activate(void)"
(?Activate@Ctrl@Upp@@@UAEXXZ) non risolto
$blitz.obj : error LNK2019: riferimento al simbolo esterno "public: virtual void __thiscall
Upp::Ctrl::Activate(void)" (?Activate@Ctrl@Upp@@@UAEXXZ) n
on risolto nella funzione "void __cdecl Upp::InitLayout<class Upp::ColorSelectorImpl,class
Upp::ColorSelectorImpl>(class Upp::Ctrl &,class Upp::Color
SelectorImpl &,class Upp::ColorSelectorImpl &,struct Upp::PaletteLayout__layout &)"
(??$InitLayout@VColorSelectorImpl@Upp@@@V12@@@Upp@@@YAXAAVCtrl@0@AAVC
olorSelectorImpl@0@1AAUPaletteLayout__layout@0@@@Z)
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall Upp::Ctrl::Activate(void)"
(?Activate@Ctrl@Upp@@@UAEXXZ) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall Upp::Ctrl::Activate(void)"
(?Activate@Ctrl@Upp@@@UAEXXZ) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall
Upp::Ctrl::Deactivate(void)" (?Deactivate@Ctrl@Upp@@@UAEXXZ) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall
Upp::Ctrl::Deactivate(void)" (?Deactivate@Ctrl@Upp@@@UAEXXZ) non risolto

```

```

$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall
Upp::Ctrl::Deactivate(void)" (?Deactivate@Ctrl@Upp@@@UAEXXZ) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall
Upp::Ctrl::Deactivate(void)" (?Deactivate@Ctrl@Upp@@@UAEXXZ) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall
Upp::Ctrl::Deactivate(void)" (?Deactivate@Ctrl@Upp@@@UAEXXZ) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall
Upp::Ctrl::Deactivate(void)" (?Deactivate@Ctrl@Upp@@@UAEXXZ) non risolto
$blitz.obj : error LNK2019: riferimento al simbolo esterno "public: virtual void __thiscall
Upp::Ctrl::Deactivate(void)" (?Deactivate@Ctrl@Upp@@@UAEXX
Z) non risolto nella funzione "void __cdecl Upp::InitLayout<class Upp::ColorSelectorImpl,class
Upp::ColorSelectorImpl>(class Upp::Ctrl &,class Upp::C
olorSelectorImpl &,class Upp::ColorSelectorImpl &,struct Upp::PaletteLayout __layid &)"
(??$InitLayout@VColorSelectorImpl@Upp@@@V12@@@Upp@@@YAXAAVCtrl@0@
AAVColorSelectorImpl@0@1AAUPaletteLayout __layid@0@@@Z)
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall
Upp::Ctrl::Deactivate(void)" (?Deactivate@Ctrl@Upp@@@UAEXXZ) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall
Upp::Ctrl::Deactivate(void)" (?Deactivate@Ctrl@Upp@@@UAEXXZ) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual bool __thiscall Upp::Ctrl::Key(unsigned
long,int)" (?Key@Ctrl@Upp@@@UAE_NKH@Z) non risolto
0
$blitz.obj : error LNK2001: simbolo esterno "public: virtual bool __thiscall Upp::Ctrl::Key(unsigned
long,int)" (?Key@Ctrl@Upp@@@UAE_NKH@Z) non risolto
0
$blitz.obj : error LNK2001: simbolo esterno "public: virtual bool __thiscall Upp::Ctrl::Key(unsigned
long,int)" (?Key@Ctrl@Upp@@@UAE_NKH@Z) non risolto
0
$blitz.obj : error LNK2019: riferimento al simbolo esterno "public: virtual bool __thiscall
Upp::Ctrl::Key(unsigned long,int)" (?Key@Ctrl@Upp@@@UAE_NK
H@Z) non risolto nella funzione
__ehandler$??1?$WithLibConnessioniLayout@VParentCtrl@Upp@@@UAE@XZ
$blitz.obj : error LNK2001: simbolo esterno "public: virtual bool __thiscall Upp::Ctrl::Key(unsigned
long,int)" (?Key@Ctrl@Upp@@@UAE_NKH@Z) non risolto
0
$blitz.obj : error LNK2001: simbolo esterno "public: virtual bool __thiscall Upp::Ctrl::Key(unsigned
long,int)" (?Key@Ctrl@Upp@@@UAE_NKH@Z) non risolto
0
$blitz.obj : error LNK2001: simbolo esterno "public: virtual bool __thiscall Upp::Ctrl::Key(unsigned
long,int)" (?Key@Ctrl@Upp@@@UAE_NKH@Z) non risolto
0
$blitz.obj : error LNK2001: simbolo esterno "public: virtual bool __thiscall Upp::Ctrl::Key(unsigned
long,int)" (?Key@Ctrl@Upp@@@UAE_NKH@Z) non risolto
0
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall
Upp::Ctrl::ChildGotFocus(void)" (?ChildGotFocus@Ctrl@Upp@@@UAEXXZ) non ri
solto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall

```

```

Upp::Ctrl::ChildGotFocus(void)" (?ChildGotFocus@Ctrl@Upp@@@UAEXXZ) non ri
solto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall
Upp::Ctrl::ChildGotFocus(void)" (?ChildGotFocus@Ctrl@Upp@@@UAEXXZ) non ri
solto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall
Upp::Ctrl::ChildGotFocus(void)" (?ChildGotFocus@Ctrl@Upp@@@UAEXXZ) non ri
solto
$blitz.obj : error LNK2019: riferimento al simbolo esterno "public: virtual void __thiscall
Upp::Ctrl::ChildGotFocus(void)" (?ChildGotFocus@Ctrl@Upp@
@UAEXXZ) non risolto nella funzione "public: class Upp::SqlInsert __thiscall
Upp::SqlCtrls::Insert(class Upp::SqlId)const " (?Insert@SqlCtrls@Upp@@@QB
E?AVSqlInsert@2@VSqId@2@@@Z)
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall
Upp::Ctrl::ChildGotFocus(void)" (?ChildGotFocus@Ctrl@Upp@@@UAEXXZ) non ri
solto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall
Upp::Ctrl::ChildGotFocus(void)" (?ChildGotFocus@Ctrl@Upp@@@UAEXXZ) non ri
solto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall
Upp::Ctrl::ChildGotFocus(void)" (?ChildGotFocus@Ctrl@Upp@@@UAEXXZ) non ri
solto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall
Upp::Ctrl::ChildGotFocus(void)" (?ChildGotFocus@Ctrl@Upp@@@UAEXXZ) non ri
solto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual bool __thiscall
Upp::Ctrl::IsShowEnabled(void)const " (?IsShowEnabled@Ctrl@Upp@@@UBE_NXZ)
non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual bool __thiscall
Upp::Ctrl::IsShowEnabled(void)const " (?IsShowEnabled@Ctrl@Upp@@@UBE_NXZ)
non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual bool __thiscall
Upp::Ctrl::IsShowEnabled(void)const " (?IsShowEnabled@Ctrl@Upp@@@UBE_NXZ)
non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual bool __thiscall
Upp::Ctrl::IsShowEnabled(void)const " (?IsShowEnabled@Ctrl@Upp@@@UBE_NXZ)
non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual bool __thiscall
Upp::Ctrl::IsShowEnabled(void)const " (?IsShowEnabled@Ctrl@Upp@@@UBE_NXZ)
non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual bool __thiscall
Upp::Ctrl::IsShowEnabled(void)const " (?IsShowEnabled@Ctrl@Upp@@@UBE_NXZ)
non risolto
$blitz.obj : error LNK2019: riferimento al simbolo esterno "public: virtual bool __thiscall
Upp::Ctrl::IsShowEnabled(void)const " (?IsShowEnabled@Ctr
l@Upp@@@UBE_NXZ) non risolto nella funzione "void __cdecl Upp::InitLayout<class
Upp::ColorSelectorImpl,class Upp::ColorSelectorImpl>(class Upp::Ctrl &
,class Upp::ColorSelectorImpl &,class Upp::ColorSelectorImpl &,struct Upp::PaletteLayout __layid

```

```

&)" (??$InitLayout@VColorSelectorImpl@Upp@@@V12@@@Upp@@@
YAXAAVCtrl@0@AAVColorSelectorImpl@0@1AAUPaletteLayout__layid@0@@@Z)
$blitz.obj : error LNK2001: simbolo esterno "public: virtual bool __thiscall
Upp::Ctrl::IsShowEnabled(void)const " (?IsShowEnabled@Ctrl@Upp@@@UBE_NXZ)
non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual bool __thiscall
Upp::Ctrl::IsShowEnabled(void)const " (?IsShowEnabled@Ctrl@Upp@@@UBE_NXZ)
non risolto
$blitz.obj : error LNK2019: riferimento al simbolo esterno "public: virtual void __thiscall
Upp::Ctrl::Close(void)" (?Close@Ctrl@Upp@@@UAEXXZ) non ris
olto nella funzione "public: __thiscall JohansenCtrl::JohansenCtrl(void)"
(??0JohansenCtrl@@@QAE@XZ)
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall Upp::Ctrl::Close(void)"
(?Close@Ctrl@Upp@@@UAEXXZ) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall Upp::Ctrl::Close(void)"
(?Close@Ctrl@Upp@@@UAEXXZ) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall Upp::Ctrl::Close(void)"
(?Close@Ctrl@Upp@@@UAEXXZ) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall Upp::Ctrl::Close(void)"
(?Close@Ctrl@Upp@@@UAEXXZ) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall Upp::Ctrl::Close(void)"
(?Close@Ctrl@Upp@@@UAEXXZ) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall Upp::Ctrl::Close(void)"
(?Close@Ctrl@Upp@@@UAEXXZ) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall Upp::Ctrl::Close(void)"
(?Close@Ctrl@Upp@@@UAEXXZ) non risolto
$blitz.obj : error LNK2019: riferimento al simbolo esterno "public: virtual class Upp::String
__thiscall Upp::Ctrl::GetDesc(void)const " (?GetDesc@Ct
rl@Upp@@@UBE?AVString@2@XZ) non risolto nella funzione
__unwindfunctlet$?0?$WithJohansenLayout@VParentCtrl@Upp@@@QAE@XZ$0
$blitz.obj : error LNK2001: simbolo esterno "public: virtual class Upp::String __thiscall
Upp::Ctrl::GetDesc(void)const " (?GetDesc@Ctrl@Upp@@@UBE?AVS
tring@2@XZ) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual class Upp::String __thiscall
Upp::Ctrl::GetDesc(void)const " (?GetDesc@Ctrl@Upp@@@UBE?AVS
tring@2@XZ) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual class Upp::String __thiscall
Upp::Ctrl::GetDesc(void)const " (?GetDesc@Ctrl@Upp@@@UBE?AVS
tring@2@XZ) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual class Upp::String __thiscall
Upp::Ctrl::GetDesc(void)const " (?GetDesc@Ctrl@Upp@@@UBE?AVS
tring@2@XZ) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual class Upp::String __thiscall
Upp::Ctrl::GetDesc(void)const " (?GetDesc@Ctrl@Upp@@@UBE?AVS
tring@2@XZ) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual class Upp::String __thiscall

```

```

Upp::Ctrl::GetDesc(void)const " (?GetDesc@Ctrl@Upp@@@UBE?AVS
tring@2@XZ) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual class Upp::String __thiscall
Upp::Ctrl::GetDesc(void)const " (?GetDesc@Ctrl@Upp@@@UBE?AVS
tring@2@XZ) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual class Upp::String __thiscall
Upp::Ctrl::GetDesc(void)const " (?GetDesc@Ctrl@Upp@@@UBE?AVS
tring@2@XZ) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall
Upp::CtrlFrame::FramePaint(class Upp::Draw &,struct Upp::Rect_<int> cons
t &)" (?FramePaint@CtrlFrame@Upp@@@UAEXAAVDraw@2@ABU?$Rect_@H@2@@@Z) non
risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall
Upp::CtrlFrame::FramePaint(class Upp::Draw &,struct Upp::Rect_<int> cons
t &)" (?FramePaint@CtrlFrame@Upp@@@UAEXAAVDraw@2@ABU?$Rect_@H@2@@@Z) non
risolto
main.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall
Upp::CtrlFrame::FramePaint(class Upp::Draw &,struct Upp::Rect_<int> const
&)" (?FramePaint@CtrlFrame@Upp@@@UAEXAAVDraw@2@ABU?$Rect_@H@2@@@Z) non
risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall
Upp::CtrlFrame::FramePaint(class Upp::Draw &,struct Upp::Rect_<int> cons
t &)" (?FramePaint@CtrlFrame@Upp@@@UAEXAAVDraw@2@ABU?$Rect_@H@2@@@Z) non
risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall
Upp::CtrlFrame::FramePaint(class Upp::Draw &,struct Upp::Rect_<int> cons
t &)" (?FramePaint@CtrlFrame@Upp@@@UAEXAAVDraw@2@ABU?$Rect_@H@2@@@Z) non
risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall
Upp::CtrlFrame::FrameAdd(class Upp::Ctrl &)" (?FrameAdd@CtrlFrame@Upp@@@U
AEXAAVCtrl@2@@@Z) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall
Upp::CtrlFrame::FrameAdd(class Upp::Ctrl &)" (?FrameAdd@CtrlFrame@Upp@@@U
AEXAAVCtrl@2@@@Z) non risolto
main.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall
Upp::CtrlFrame::FrameAdd(class Upp::Ctrl &)" (?FrameAdd@CtrlFrame@Upp@@@UAE
XAAVCtrl@2@@@Z) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall
Upp::CtrlFrame::FrameAdd(class Upp::Ctrl &)" (?FrameAdd@CtrlFrame@Upp@@@U
AEXAAVCtrl@2@@@Z) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall
Upp::CtrlFrame::FrameAdd(class Upp::Ctrl &)" (?FrameAdd@CtrlFrame@Upp@@@U
AEXAAVCtrl@2@@@Z) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall
Upp::CtrlFrame::FrameRemove(void)" (?FrameRemove@CtrlFrame@Upp@@@UAEXXZ)
non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall
Upp::CtrlFrame::FrameRemove(void)" (?FrameRemove@CtrlFrame@Upp@@@UAEXXZ)

```

```

non risolto
main.obj : error LNK2019: riferimento al simbolo esterno "public: virtual void __thiscall
Upp::CtrlFrame::FrameRemove(void)" (?FrameRemove@CtrlFrame@
Upp@@@UAEXXZ) non risolto nella funzione
__ehandler$??1?$Array@VPressoflessioneCtrl@@@Upp@@@QAE@XZ
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall
Upp::CtrlFrame::FrameRemove(void)" (?FrameRemove@CtrlFrame@Upp@@@UAEXXZ)
non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall
Upp::CtrlFrame::FrameRemove(void)" (?FrameRemove@CtrlFrame@Upp@@@UAEXXZ)
non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual int __thiscall
Upp::CtrlFrame::OverPaint(void)const " (?OverPaint@CtrlFrame@Upp@@@UBEHXZ)
non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual int __thiscall
Upp::CtrlFrame::OverPaint(void)const " (?OverPaint@CtrlFrame@Upp@@@UBEHXZ)
non risolto
main.obj : error LNK2001: simbolo esterno "public: virtual int __thiscall
Upp::CtrlFrame::OverPaint(void)const " (?OverPaint@CtrlFrame@Upp@@@UBEHXZ) n
on risolto
$blitz.obj : error LNK2019: riferimento al simbolo esterno "public: virtual int __thiscall
Upp::CtrlFrame::OverPaint(void)const " (?OverPaint@CtrlFra
me@Upp@@@UBEHXZ) non risolto nella funzione "public: void __thiscall Upp::Vector<struct
Upp::InfoCtrl::Tab *>::Trim(int)" (?Trim@$Vector@PAUTab@InfoC
trl@Upp@@@Upp@@@QAEXH@Z)
$blitz.obj : error LNK2001: simbolo esterno "public: virtual int __thiscall
Upp::CtrlFrame::OverPaint(void)const " (?OverPaint@CtrlFrame@Upp@@@UBEHXZ)
non risolto
$blitz.obj : error LNK2019: riferimento al simbolo esterno "public: void __thiscall
Upp::Ctrl::RemoveChild(class Upp::Ctrl *)" (?RemoveChild@Ctrl@Upp
@@@QAEXPAV12@@@Z) non risolto nella funzione "public: void __thiscall
STA::InserisciLayout(class Upp::Ctrl *,class Upp::ParentCtrl &)" (?InserisciLayout
t@STA@@@QAEXPAVCtrl@Upp@@@AAVParentCtrl@3@@@Z)
$blitz.obj : error LNK2001: simbolo esterno "public: void __thiscall Upp::Ctrl::RemoveChild(class
Upp::Ctrl *)" (?RemoveChild@Ctrl@Upp@@@QAEXPAV12@@@Z)
non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: void __thiscall Upp::Ctrl::RemoveChild(class
Upp::Ctrl *)" (?RemoveChild@Ctrl@Upp@@@QAEXPAV12@@@Z)
non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: int __thiscall Upp::TopWindow::Run(bool)"
(?Run@TopWindow@Upp@@@QAEH_N@Z) non risolto
$blitz.obj : error LNK2019: riferimento al simbolo esterno "public: int __thiscall
Upp::TopWindow::Run(bool)" (?Run@TopWindow@Upp@@@QAEH_N@Z) non riso
lto nella funzione "public: int __thiscall Upp::TopWindow::RunAppModal(void)"
(?RunAppModal@TopWindow@Upp@@@QAEHXZ)
main.obj : error LNK2001: simbolo esterno "public: int __thiscall Upp::TopWindow::Run(bool)"
(?Run@TopWindow@Upp@@@QAEH_N@Z) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: int __thiscall Upp::TopWindow::Run(bool)"

```

(?Run@TopWindow@Upp@@QAEH_N@Z) non risolto
 \$blitz.obj : error LNK2001: simbolo esterno "public: int __thiscall Upp::TopWindow::Run(bool)"
 (?Run@TopWindow@Upp@@QAEH_N@Z) non risolto
 \$blitz.obj : error LNK2019: riferimento al simbolo esterno "struct Upp::Point_<int> __cdecl Upp::GetMousePos(void)" (?GetMousePos@Upp@@YA?AU?\$Point_@H@1@XZ) non risolto nella funzione "public: void __thiscall Upp::MenuBar::Execute(void)" (?Execute@MenuBar@Upp@@QAEXXZ)
 \$blitz.obj : error LNK2001: simbolo esterno "struct Upp::Point_<int> __cdecl Upp::GetMousePos(void)" (?GetMousePos@Upp@@YA?AU?\$Point_@H@1@XZ) non risolto
 \$blitz.obj : error LNK2001: simbolo esterno "struct Upp::Point_<int> __cdecl Upp::GetMousePos(void)" (?GetMousePos@Upp@@YA?AU?\$Point_@H@1@XZ) non risolto
 \$blitz.obj : error LNK2001: simbolo esterno "struct Upp::Point_<int> __cdecl Upp::GetMousePos(void)" (?GetMousePos@Upp@@YA?AU?\$Point_@H@1@XZ) non risolto
 \$blitz.obj : error LNK2019: riferimento al simbolo esterno "public: static class Upp::Ctrl * __cdecl Upp::Ctrl::GetActiveCtrl(void)" (?GetActiveCtrl@Ctrl@Upp@@SAPAV12@XZ) non risolto nella funzione "public: void __thiscall Upp::MenuBar::Execute(struct Upp::Point_<int>)" (?Execute@MenuBar@Upp@@QAEXU?\$Point_@H@2@@Z)
 \$blitz.obj : error LNK2001: simbolo esterno "public: static class Upp::Ctrl * __cdecl Upp::Ctrl::GetActiveCtrl(void)" (?GetActiveCtrl@Ctrl@Upp@@SAPAV12@XZ) non risolto
 \$blitz.obj : error LNK2001: simbolo esterno "public: static class Upp::Ctrl * __cdecl Upp::Ctrl::GetActiveCtrl(void)" (?GetActiveCtrl@Ctrl@Upp@@SAPAV12@XZ) non risolto
 \$blitz.obj : error LNK2001: simbolo esterno "public: static class Upp::Ctrl * __cdecl Upp::Ctrl::GetActiveCtrl(void)" (?GetActiveCtrl@Ctrl@Upp@@SAPAV12@XZ) non risolto
 \$blitz.obj : error LNK2019: riferimento al simbolo esterno "public: void __thiscall Upp::TopWindow::Break(int)" (?Break@TopWindow@Upp@@QAEXH@Z) non risolto nella funzione "private: void __thiscall STActrl::Quit(void)" (?Quit@STActrl@@AAEXXZ)
 \$blitz.obj : error LNK2001: simbolo esterno "public: void __thiscall Upp::TopWindow::Break(int)" (?Break@TopWindow@Upp@@QAEXH@Z) non risolto
 \$blitz.obj : error LNK2001: simbolo esterno "public: class Upp::TopWindow & __thiscall Upp::TopWindow::Title(char const *)" (?Title@TopWindow@Upp@@QAEAAV12@PBD@Z) non risolto
 \$blitz.obj : error LNK2019: riferimento al simbolo esterno "public: class Upp::TopWindow & __thiscall Upp::TopWindow::Title(char const *)" (?Title@TopWindow@Upp@@QAEAAV12@PBD@Z) non risolto nella funzione "void __cdecl Upp::CtrlLayout<class STActrl>(class STActrl &,char const *)" (??\$CtrlLayout@VSTActrl@@@Upp@@YAXAAVSTActrl@@PBD@Z)
 \$blitz.obj : error LNK2001: simbolo esterno "public: class Upp::TopWindow & __thiscall Upp::TopWindow::Title(char const *)" (?Title@TopWindow@Upp@@QAEAAV12@PBD@Z) non risolto
 \$blitz.obj : error LNK2001: simbolo esterno "public: class Upp::TopWindow & __thiscall Upp::TopWindow::Title(char const *)" (?Title@TopWindow@Upp@@QAEAAV12@PBD@Z) non risolto

EAAV12@PBD@Z) non risolto
 \$blitz.obj : error LNK2001: simbolo esterno "public: class Upp::TopWindow & __thiscall Upp::TopWindow::Title(char const *)" (?Title@TopWindow@Upp@@@QA
 EAAV12@PBD@Z) non risolto
 \$blitz.obj : error LNK2001: simbolo esterno "public: void __thiscall Upp::Ctrl::SetRect(struct Upp::Rect_<int> const &)" (?SetRect@Ctrl@Upp@@@QAEXABU?
 \$Rect_@H@2@@@Z) non risolto
 \$blitz.obj : error LNK2001: simbolo esterno "public: void __thiscall Upp::Ctrl::SetRect(struct Upp::Rect_<int> const &)" (?SetRect@Ctrl@Upp@@@QAEXABU?
 \$Rect_@H@2@@@Z) non risolto
 \$blitz.obj : error LNK2001: simbolo esterno "public: void __thiscall Upp::Ctrl::SetRect(struct Upp::Rect_<int> const &)" (?SetRect@Ctrl@Upp@@@QAEXABU?
 \$Rect_@H@2@@@Z) non risolto
 \$blitz.obj : error LNK2001: simbolo esterno "public: void __thiscall Upp::Ctrl::SetRect(struct Upp::Rect_<int> const &)" (?SetRect@Ctrl@Upp@@@QAEXABU?
 \$Rect_@H@2@@@Z) non risolto
 \$blitz.obj : error LNK2001: simbolo esterno "public: void __thiscall Upp::Ctrl::SetRect(struct Upp::Rect_<int> const &)" (?SetRect@Ctrl@Upp@@@QAEXABU?
 \$Rect_@H@2@@@Z) non risolto
 \$blitz.obj : error LNK2019: riferimento al simbolo esterno "public: void __thiscall Upp::Ctrl::SetRect(struct Upp::Rect_<int> const &)" (?SetRect@Ctrl@Upp@@@QAEXABU?\$Rect_@H@2@@@Z) non risolto nella funzione "void __cdecl Upp::CtrlLayout<struct WithInfoLayout<class Upp::ParentCtrl> >(struct WithInfoLayout<class Upp::ParentCtrl> &)" (??\$CtrlLayout@U?\$WithInfoLayout@VParentCtrl@Upp@@@@@Upp@@@YAXAAU?\$WithInfoLayout@VParentCtrl@Upp@@@@@Z)
 \$blitz.obj : error LNK2001: simbolo esterno "public: void __thiscall Upp::Ctrl::SetRect(struct Upp::Rect_<int> const &)" (?SetRect@Ctrl@Upp@@@QAEXABU?
 \$Rect_@H@2@@@Z) non risolto
 \$blitz.obj : error LNK2001: simbolo esterno "public: void __thiscall Upp::Ctrl::SetRect(struct Upp::Rect_<int> const &)" (?SetRect@Ctrl@Upp@@@QAEXABU?
 \$Rect_@H@2@@@Z) non risolto
 \$blitz.obj : error LNK2001: simbolo esterno "public: void __thiscall Upp::Ctrl::SetRect(struct Upp::Rect_<int> const &)" (?SetRect@Ctrl@Upp@@@QAEXABU?
 \$Rect_@H@2@@@Z) non risolto
 \$blitz.obj : error LNK2001: simbolo esterno "public: void __thiscall Upp::Ctrl::SetRect(struct Upp::Rect_<int> const &)" (?SetRect@Ctrl@Upp@@@QAEXABU?
 \$Rect_@H@2@@@Z) non risolto
 \$blitz.obj : error LNK2001: simbolo esterno "public: struct Upp::Size_<int> __thiscall Upp::Ctrl::AddFrameSize(int,int)const " (?AddFrameSize@Ctrl@Upp@@@QBE?AU?\$Size_@H@2@HH@Z) non risolto
 \$blitz.obj : error LNK2001: simbolo esterno "public: struct Upp::Size_<int> __thiscall Upp::Ctrl::AddFrameSize(int,int)const " (?AddFrameSize@Ctrl@Upp@@@QBE?AU?\$Size_@H@2@HH@Z) non risolto
 \$blitz.obj : error LNK2019: riferimento al simbolo esterno "public: struct Upp::Size_<int> __thiscall Upp::Ctrl::AddFrameSize(int,int)const " (?AddFrameSize@Ctrl@Upp@@@QBE?AU?\$Size_@H@2@HH@Z) non risolto nella funzione "bool __cdecl Upp::SqlRunScript(int,class Upp::Stream &,class Upp::Gate1<class Upp::String>,class Upp::Gate2<int,int>,class Upp::Index<class Upp::String,struct Upp::StdHash<class Upp::String> > &,int,int)" (?SqlRunScript@Upp@@@YA_NHAAVStream@1@V?\$Gate1@VString@Upp@@@@1@V?\$Gate2@HH@1@AAV?\$Index@VS

```

tring@Upp@@@U?$StdHash@VString@Upp@@@2@@@1@HH@Z)
$blitz.obj : error LNK2001: simbolo esterno "public: struct Upp::Size_<int> __thiscall
Upp::Ctrl::AddFrameSize(int,int)const " (?AddFrameSize@Ctrl@Up
p@@@QBE?AU?$Size_@H@2@HH@Z) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: struct Upp::Size_<int> __thiscall
Upp::Ctrl::AddFrameSize(int,int)const " (?AddFrameSize@Ctrl@Up
p@@@QBE?AU?$Size_@H@2@HH@Z) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: struct Upp::Size_<int> __thiscall
Upp::Ctrl::AddFrameSize(int,int)const " (?AddFrameSize@Ctrl@Up
p@@@QBE?AU?$Size_@H@2@HH@Z) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: struct Upp::Size_<int> __thiscall
Upp::Ctrl::AddFrameSize(int,int)const " (?AddFrameSize@Ctrl@Up
p@@@QBE?AU?$Size_@H@2@HH@Z) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: static struct Upp::Size_<int> __cdecl
Upp::Ctrl::LayoutZoom(int,int)" (?LayoutZoom@Ctrl@Upp@@@SA?
AU?$Size_@H@2@HH@Z) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: static struct Upp::Size_<int> __cdecl
Upp::Ctrl::LayoutZoom(int,int)" (?LayoutZoom@Ctrl@Upp@@@SA?
AU?$Size_@H@2@HH@Z) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: static struct Upp::Size_<int> __cdecl
Upp::Ctrl::LayoutZoom(int,int)" (?LayoutZoom@Ctrl@Upp@@@SA?
AU?$Size_@H@2@HH@Z) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: static struct Upp::Size_<int> __cdecl
Upp::Ctrl::LayoutZoom(int,int)" (?LayoutZoom@Ctrl@Upp@@@SA?
AU?$Size_@H@2@HH@Z) non risolto
$blitz.obj : error LNK2019: riferimento al simbolo esterno "public: static struct Upp::Size_<int>
__cdecl Upp::Ctrl::LayoutZoom(int,int)" (?LayoutZoo
m@Ctrl@Upp@@@SA?AU?$Size_@H@2@HH@Z) non risolto nella funzione "public: static struct
Upp::Size_<int> __cdecl WithLibCombinerLayout<class Upp::ParentC
trl>::GetLayoutSize(void)"
(?GetLayoutSize@?$WithLibCombinerLayout@VParentCtrl@Upp@@@@SA?AU?$Size_@H@
Upp@@@XZ)
$blitz.obj : error LNK2001: simbolo esterno "public: static struct Upp::Size_<int> __cdecl
Upp::Ctrl::LayoutZoom(int,int)" (?LayoutZoom@Ctrl@Upp@@@SA?
AU?$Size_@H@2@HH@Z) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: static struct Upp::Size_<int> __cdecl
Upp::Ctrl::LayoutZoom(int,int)" (?LayoutZoom@Ctrl@Upp@@@SA?
AU?$Size_@H@2@HH@Z) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: static struct Upp::Size_<int> __cdecl
Upp::Ctrl::LayoutZoom(int,int)" (?LayoutZoom@Ctrl@Upp@@@SA?
AU?$Size_@H@2@HH@Z) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: void __thiscall
Upp::TopWindow::SetMinSize(struct Upp::Size_<int>)" (?SetMinSize@TopWindow@Upp@@
QAEXU?$Size_@H@2@@@Z) non risolto
$blitz.obj : error LNK2019: riferimento al simbolo esterno "public: void __thiscall

```

```

Upp::TopWindow::SetMinSize(struct Upp::Size_<int>)" (?SetMinSize@
TopWindow@Upp@@@QAEXU?$Size_@H@2@@@Z) non risolto nella funzione "void __cdecl
Upp::CtrlLayout<class STActrl>(class STActrl &)" (??$CtrlLayout@VSTActrl
@@@Upp@@@YAXAAVSTActrl@@@@Z)
$blitz.obj : error LNK2001: simbolo esterno "public: void __thiscall
Upp::TopWindow::SetMinSize(struct Upp::Size_<int>)" (?SetMinSize@TopWindow@Upp@@
QAEXU?$Size_@H@2@@@Z) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: void __thiscall
Upp::TopWindow::SetMinSize(struct Upp::Size_<int>)" (?SetMinSize@TopWindow@Upp@@
QAEXU?$Size_@H@2@@@Z) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: void __thiscall
Upp::TopWindow::SetMinSize(struct Upp::Size_<int>)" (?SetMinSize@TopWindow@Upp@@
QAEXU?$Size_@H@2@@@Z) non risolto
$blitz.obj : error LNK2019: riferimento al simbolo esterno "class Upp::Font __cdecl
Upp::StdFontZ(int)" (?StdFontZ@Upp@@@YA?AVFont@1@H@Z) non risolto
nella funzione "void __cdecl InitLayout<struct WithInfoLayout<class Upp::ParentCtrl>,struct
WithInfoLayout<class Upp::ParentCtrl> >(class Upp::Ctrl &
,struct WithInfoLayout<class Upp::ParentCtrl> &,struct WithInfoLayout<class Upp::ParentCtrl>
&,struct InfoLayout__layout &)" (??$InitLayout@U?$WithInf
oLayout@VParentCtrl@Upp@@@@@U1@@@@YAXAAVCtrl@Upp@@AAU?$WithInfoLayout@V
ParentCtrl@Upp@@@@@1AAUInfoLayout__layout@@@@Z)
$blitz.obj : error LNK2001: simbolo esterno "class Upp::Font __cdecl Upp::StdFontZ(int)"
(?StdFontZ@Upp@@@YA?AVFont@1@H@Z) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: class Upp::Ctrl & __thiscall
Upp::Ctrl::TopPosZ(int,int)" (?TopPosZ@Ctrl@Upp@@@QAEAAV12@HH@Z) non
risolto
$blitz.obj : error LNK2001: simbolo esterno "public: class Upp::Ctrl & __thiscall
Upp::Ctrl::TopPosZ(int,int)" (?TopPosZ@Ctrl@Upp@@@QAEAAV12@HH@Z) non
risolto
$blitz.obj : error LNK2001: simbolo esterno "public: class Upp::Ctrl & __thiscall
Upp::Ctrl::TopPosZ(int,int)" (?TopPosZ@Ctrl@Upp@@@QAEAAV12@HH@Z) non
risolto
$blitz.obj : error LNK2001: simbolo esterno "public: class Upp::Ctrl & __thiscall
Upp::Ctrl::TopPosZ(int,int)" (?TopPosZ@Ctrl@Upp@@@QAEAAV12@HH@Z) non
risolto
$blitz.obj : error LNK2019: riferimento al simbolo esterno "public: class Upp::Ctrl & __thiscall
Upp::Ctrl::TopPosZ(int,int)" (?TopPosZ@Ctrl@Upp@@@QAE
AAV12@HH@Z) non risolto nella funzione "void __cdecl InitLayout<struct WithInfoLayout<class
Upp::ParentCtrl>,struct WithInfoLayout<class Upp::ParentC
trl> >(class Upp::Ctrl &,struct WithInfoLayout<class Upp::ParentCtrl> &,struct
WithInfoLayout<class Upp::ParentCtrl> &,struct InfoLayout__layout &)" (
??$InitLayout@U?$WithInfoLayout@VParentCtrl@Upp@@@@@U1@@@@YAXAAVCtrl@Upp@
@AAU?$WithInfoLayout@VParentCtrl@Upp@@@@@1AAUInfoLayout__layout@@@@Z)
$blitz.obj : error LNK2001: simbolo esterno "public: class Upp::Ctrl & __thiscall
Upp::Ctrl::TopPosZ(int,int)" (?TopPosZ@Ctrl@Upp@@@QAEAAV12@HH@Z) non
risolto
$blitz.obj : error LNK2001: simbolo esterno "public: class Upp::Ctrl & __thiscall
Upp::Ctrl::TopPosZ(int,int)" (?TopPosZ@Ctrl@Upp@@@QAEAAV12@HH@Z) non

```

```

risolto
$blitz.obj : error LNK2001: simbolo esterno "public: class Upp::Ctrl & __thiscall
Upp::Ctrl::TopPosZ(int,int)" (?TopPosZ@Ctrl@Upp@@QAEAAV12@HH@Z) non
risolto
$blitz.obj : error LNK2001: simbolo esterno "public: class Upp::Ctrl & __thiscall
Upp::Ctrl::LeftPosZ(int,int)" (?LeftPosZ@Ctrl@Upp@@QAEAAV12@HH@Z) n
on risolto
$blitz.obj : error LNK2019: riferimento al simbolo esterno "public: class Upp::Ctrl & __thiscall
Upp::Ctrl::LeftPosZ(int,int)" (?LeftPosZ@Ctrl@Upp@@Q
AEAAV12@HH@Z) non risolto nella funzione "public: class Upp::String __thiscall
Upp::MacroSet::Expand(char const *)const " (?Expand@MacroSet@Upp@@QBE?
AVString@2@PBD@Z)
$blitz.obj : error LNK2001: simbolo esterno "public: class Upp::Ctrl & __thiscall
Upp::Ctrl::LeftPosZ(int,int)" (?LeftPosZ@Ctrl@Upp@@QAEAAV12@HH@Z) n
on risolto
$blitz.obj : error LNK2001: simbolo esterno "public: class Upp::Ctrl & __thiscall
Upp::Ctrl::LeftPosZ(int,int)" (?LeftPosZ@Ctrl@Upp@@QAEAAV12@HH@Z) n
on risolto
$blitz.obj : error LNK2001: simbolo esterno "public: class Upp::Ctrl & __thiscall
Upp::Ctrl::LeftPosZ(int,int)" (?LeftPosZ@Ctrl@Upp@@QAEAAV12@HH@Z) n
on risolto
$blitz.obj : error LNK2001: simbolo esterno "public: class Upp::Ctrl & __thiscall
Upp::Ctrl::LeftPosZ(int,int)" (?LeftPosZ@Ctrl@Upp@@QAEAAV12@HH@Z) n
on risolto
$blitz.obj : error LNK2001: simbolo esterno "public: class Upp::Ctrl & __thiscall
Upp::Ctrl::LeftPosZ(int,int)" (?LeftPosZ@Ctrl@Upp@@QAEAAV12@HH@Z) n
on risolto
$blitz.obj : error LNK2019: riferimento al simbolo esterno "class Upp::CtrlFrame & __cdecl
Upp::NullFrame(void)" (?NullFrame@Upp@@YAAAVCtrlFrame@1@XZ
) non risolto nella funzione "void __cdecl InitLayout<struct WithInfoLayout<class
Upp::ParentCtrl>,struct WithInfoLayout<class Upp::ParentCtrl> >(cla
ss Upp::Ctrl &,struct WithInfoLayout<class Upp::ParentCtrl> &,struct WithInfoLayout<class
Upp::ParentCtrl> &,struct InfoLayout__layout__)" (??$InitLay
out@U?$WithInfoLayout@VParentCtrl@Upp@@@U1@@@YAXAAVCtrl@Upp@@AAU?$Wi
thInfoLayout@VParentCtrl@Upp@@@1AAUInfoLayout__layout@@@Z)
$blitz.obj : error LNK2001: simbolo esterno "class Upp::CtrlFrame & __cdecl
Upp::NullFrame(void)" (?NullFrame@Upp@@YAAAVCtrlFrame@1@XZ) non risolto
$blitz.obj : error LNK2001: simbolo esterno "class Upp::CtrlFrame & __cdecl
Upp::NullFrame(void)" (?NullFrame@Upp@@YAAAVCtrlFrame@1@XZ) non risolto
$blitz.obj : error LNK2001: simbolo esterno "class Upp::CtrlFrame & __cdecl
Upp::NullFrame(void)" (?NullFrame@Upp@@YAAAVCtrlFrame@1@XZ) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: class Upp::Ctrl & __thiscall
Upp::Ctrl::VSizePosZ(int,int)" (?VSizePosZ@Ctrl@Upp@@QAEAAV12@HH@Z)
non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: class Upp::Ctrl & __thiscall
Upp::Ctrl::VSizePosZ(int,int)" (?VSizePosZ@Ctrl@Upp@@QAEAAV12@HH@Z)
non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: class Upp::Ctrl & __thiscall

```

```

Upp::Ctrl::VSizePosZ(int,int)" (?VSizePosZ@Ctrl@Upp@@@QAEAAV12@HH@Z)
    non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: class Upp::Ctrl & __thiscall
Upp::Ctrl::VSizePosZ(int,int)" (?VSizePosZ@Ctrl@Upp@@@QAEAAV12@HH@Z)
    non risolto
$blitz.obj : error LNK2019: riferimento al simbolo esterno "public: class Upp::Ctrl & __thiscall
Upp::Ctrl::VSizePosZ(int,int)" (?VSizePosZ@Ctrl@Upp@@
@QAEAAV12@HH@Z) non risolto nella funzione "void __cdecl InitLayout<struct
WithInfoLayout<class Upp::ParentCtrl>,struct WithInfoLayout<class Upp::Par
entCtrl> >(class Upp::Ctrl &,struct WithInfoLayout<class Upp::ParentCtrl> &,struct
WithInfoLayout<class Upp::ParentCtrl> &,struct InfoLayout__layid &
)"
(??$InitLayout@U?$WithInfoLayout@VParentCtrl@Upp@@@@@U1@@@@YAXAAVCtrl@Upp@
@AAU?$WithInfoLayout@VParentCtrl@Upp@@@@@1AAUInfoLayout__layid@@@@Z)
$blitz.obj : error LNK2001: simbolo esterno "public: class Upp::Ctrl & __thiscall
Upp::Ctrl::VSizePosZ(int,int)" (?VSizePosZ@Ctrl@Upp@@@QAEAAV12@HH@Z)
    non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: class Upp::Ctrl & __thiscall
Upp::Ctrl::VSizePosZ(int,int)" (?VSizePosZ@Ctrl@Upp@@@QAEAAV12@HH@Z)
    non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: class Upp::Ctrl & __thiscall
Upp::Ctrl::VSizePosZ(int,int)" (?VSizePosZ@Ctrl@Upp@@@QAEAAV12@HH@Z)
    non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: class Upp::Ctrl & __thiscall
Upp::Ctrl::HSizePosZ(int,int)" (?HSizePosZ@Ctrl@Upp@@@QAEAAV12@HH@Z)
    non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: class Upp::Ctrl & __thiscall
Upp::Ctrl::HSizePosZ(int,int)" (?HSizePosZ@Ctrl@Upp@@@QAEAAV12@HH@Z)
    non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: class Upp::Ctrl & __thiscall
Upp::Ctrl::HSizePosZ(int,int)" (?HSizePosZ@Ctrl@Upp@@@QAEAAV12@HH@Z)
    non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: class Upp::Ctrl & __thiscall
Upp::Ctrl::HSizePosZ(int,int)" (?HSizePosZ@Ctrl@Upp@@@QAEAAV12@HH@Z)
    non risolto
$blitz.obj : error LNK2019: riferimento al simbolo esterno "public: class Upp::Ctrl & __thiscall
Upp::Ctrl::HSizePosZ(int,int)" (?HSizePosZ@Ctrl@Upp@
@QAEAAV12@HH@Z) non risolto nella funzione "void __cdecl InitLayout<struct
WithInfoLayout<class Upp::ParentCtrl>,struct WithInfoLayout<class Upp::Par
entCtrl> >(class Upp::Ctrl &,struct WithInfoLayout<class Upp::ParentCtrl> &,struct
WithInfoLayout<class Upp::ParentCtrl> &,struct InfoLayout__layid &
)"
(??$InitLayout@U?$WithInfoLayout@VParentCtrl@Upp@@@@@U1@@@@YAXAAVCtrl@Upp@
@AAU?$WithInfoLayout@VParentCtrl@Upp@@@@@1AAUInfoLayout__layid@@@@Z)
$blitz.obj : error LNK2001: simbolo esterno "public: class Upp::Ctrl & __thiscall
Upp::Ctrl::HSizePosZ(int,int)" (?HSizePosZ@Ctrl@Upp@@@QAEAAV12@HH@Z)
    non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: class Upp::Ctrl & __thiscall

```

```

Upp::Ctrl::HSizePosZ(int,int)" (?HSizePosZ@Ctrl@Upp@@QAEAAV12@HH@Z)
  non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: class Upp::Ctrl & __thiscall
Upp::Ctrl::HSizePosZ(int,int)" (?HSizePosZ@Ctrl@Upp@@QAEAAV12@HH@Z)
  non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: class Upp::Ctrl & __thiscall
Upp::Ctrl::LayoutId(char const *)" (?LayoutId@Ctrl@Upp@@QAEAAV12@PB
D@Z) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: class Upp::Ctrl & __thiscall
Upp::Ctrl::LayoutId(char const *)" (?LayoutId@Ctrl@Upp@@QAEAAV12@PB
D@Z) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: class Upp::Ctrl & __thiscall
Upp::Ctrl::LayoutId(char const *)" (?LayoutId@Ctrl@Upp@@QAEAAV12@PB
D@Z) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: class Upp::Ctrl & __thiscall
Upp::Ctrl::LayoutId(char const *)" (?LayoutId@Ctrl@U
pp@@QAEAAV12@PBD@Z) non risolto nella funzione "void __cdecl InitLayout<struct
WithInfoLayout<class Upp::ParentCtrl>,struct WithInfoLayout<class Upp:
:ParentCtrl> >(class Upp::Ctrl &,struct WithInfoLayout<class Upp::ParentCtrl> &,struct
WithInfoLayout<class Upp::ParentCtrl> &,struct InfoLayout __lay
id &)"
(??$InitLayout@U?$WithInfoLayout@VParentCtrl@Upp@@@@@U1@@@@YAXAAVCtrl@Upp@
@AAU?$WithInfoLayout@VParentCtrl@Upp@@@@@1AAUInfoLayout__layid@@@@Z)
$blitz.obj : error LNK2001: simbolo esterno "public: class Upp::Ctrl & __thiscall
Upp::Ctrl::LayoutId(char const *)" (?LayoutId@Ctrl@Upp@@QAEAAV12@PB
D@Z) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: class Upp::Ctrl & __thiscall
Upp::Ctrl::LayoutId(char const *)" (?LayoutId@Ctrl@Upp@@QAEAAV12@PB
D@Z) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: class Upp::Ctrl & __thiscall
Upp::Ctrl::LayoutId(char const *)" (?LayoutId@Ctrl@Upp@@QAEAAV12@PB
D@Z) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: class Upp::Ctrl & __thiscall
Upp::Ctrl::SetFrame(int,class Upp::CtrlFrame &)" (?SetFrame@Ctrl@Up
p@@QAEAAV12@HAAVCtrlFrame@2@@@@Z) non risolto
$blitz.obj : error LNK2019: riferimento al simbolo esterno "public: class Upp::Ctrl & __thiscall
Upp::Ctrl::SetFrame(int,class Upp::CtrlFrame &)" (?S
etFrame@Ctrl@Upp@@QAEAAV12@HAAVCtrlFrame@2@@@@Z) non risolto nella funzione
"public: class Upp::Ctrl & __thiscall Upp::Ctrl::SetFrame(class Upp::CtrlFr
ame &)" (?SetFrame@Ctrl@Upp@@QAEAAV12@AAVCtrlFrame@2@@@@Z)
$blitz.obj : error LNK2001: simbolo esterno "public: class Upp::Ctrl & __thiscall
Upp::Ctrl::SetFrame(int,class Upp::CtrlFrame &)" (?SetFrame@Ctrl@Up
p@@QAEAAV12@HAAVCtrlFrame@2@@@@Z) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: class Upp::Ctrl & __thiscall
Upp::Ctrl::SetFrame(int,class Upp::CtrlFrame &)" (?SetFrame@Ctrl@Up

```

p@@QAEAAV12@HAAVCtrlFrame@2@@Z) non risolto
 \$blitz.obj : error LNK2001: simbolo esterno "public: class Upp::Ctrl & __thiscall Upp::Ctrl::SetFrame(int,class Upp::CtrlFrame &)" (?SetFrame@Ctrl@Upp@@QAEAAV12@HAAVCtrlFrame@2@@Z) non risolto
 main.obj : error LNK2019: riferimento al simbolo esterno "public: static void __cdecl Upp::Ctrl::ExitWin32(void)" (?ExitWin32@Ctrl@Upp@@@SAXXZ) non risolto nella funzione _WinMain@16
 main.obj : error LNK2019: riferimento al simbolo esterno "public: static void __cdecl Upp::Ctrl::CloseTopCtrls(void)" (?CloseTopCtrls@Ctrl@Upp@@@SAXXZ) non risolto nella funzione _WinMain@16
 main.obj : error LNK2019: riferimento al simbolo esterno "class Upp::Vector<class Upp::WString> __cdecl Upp::SplitCmdLine__(char const *)" (?SplitCmdLine__@Upp@@@YA?AV?\$Vector@VWString@Upp@@@1@PBD@Z) non risolto nella funzione _WinMain@16
 main.obj : error LNK2019: riferimento al simbolo esterno "public: static void __cdecl Upp::Ctrl::InitWin32(struct HINSTANCE__ *)" (?InitWin32@Ctrl@Upp@@@SAXPAUHINSTANCE__@@@Z) non risolto nella funzione _WinMain@16
 \$blitz.obj : error LNK2001: simbolo esterno "public: void __thiscall Upp::Ctrl::Sync(void)" (?Sync@Ctrl@Upp@@@QAEXXZ) non risolto
 main.obj : error LNK2019: riferimento al simbolo esterno "public: void __thiscall Upp::Ctrl::Sync(void)" (?Sync@Ctrl@Upp@@@QAEXXZ) non risolto nella funzione "public: void __thiscall Upp::Progress::SetText(char const *)" (?SetText@Progress@Upp@@@QAEXPBD@Z)
 \$blitz.obj : error LNK2001: simbolo esterno "public: void __thiscall Upp::Ctrl::Sync(void)" (?Sync@Ctrl@Upp@@@QAEXXZ) non risolto
 Impostazioni.obj : error LNK2001: simbolo esterno "public: void __thiscall Upp::Ctrl::Sync(void)" (?Sync@Ctrl@Upp@@@QAEXXZ) non risolto
 \$blitz.obj : error LNK2001: simbolo esterno "public: void __thiscall Upp::Ctrl::Sync(void)" (?Sync@Ctrl@Upp@@@QAEXXZ) non risolto
 CtrlLib.obj : error LNK2019: riferimento al simbolo esterno "void __cdecl Upp::CtrlSetDefaultSkin(void (__cdecl*)(void),void (__cdecl*)(void))" (?CtrlSetDefaultSkin@Upp@@@YAXP6AXXZ0@Z) non risolto nella funzione "void __cdecl Upp::s__s11_fn(void)" (?s__s11_fn@Upp@@@YAXXZ)
 \$blitz.obj : error LNK2019: riferimento al simbolo esterno "public: static unsigned long __cdecl Upp::Ctrl::AccessKeyBit(int)" (?AccessKeyBit@Ctrl@Upp@@@SAKH@Z) non risolto nella funzione "int __cdecl Upp::ChooseAccessKey(char const *,unsigned long)" (?ChooseAccessKey@Upp@@@YAHPBDK@Z)
 \$blitz.obj : error LNK2019: riferimento al simbolo esterno "int __cdecl Upp::GUI_GlobalStyle(void)" (?GUI_GlobalStyle@Upp@@@YAHXZ) non risolto nella funzione "class Upp::Image __cdecl Upp::DisabledImage(class Upp::Image const &,bool)" (?DisabledImage@Upp@@@YA?AVImage@1@ABV21@_N@Z)
 \$blitz.obj : error LNK2001: simbolo esterno "public: struct Upp::Size_<int> __thiscall Upp::Ctrl::GetSize(void)const " (?GetSize@Ctrl@Upp@@@QBE?AU?\$Size_@H@2@XZ) non risolto
 \$blitz.obj : error LNK2001: simbolo esterno "public: struct Upp::Size_<int> __thiscall Upp::Ctrl::GetSize(void)const " (?GetSize@Ctrl@Upp@@@QBE?AU?\$Size_@H@2@XZ) non risolto
 \$blitz.obj : error LNK2001: simbolo esterno "public: struct Upp::Size_<int> __thiscall

```

Upp::Ctrl::GetSize(void)const " (?GetSize@Ctrl@Upp@@@QBE?AU?$Si
ze_@H@2@XZ) non risolto
$blitz.obj : error LNK2019: riferimento al simbolo esterno "public: struct Upp::Size_<int> __thiscall
Upp::Ctrl::GetSize(void)const " (?GetSize@Ctrl@
Upp@@@QBE?AU?$Size_@H@2@XZ) non risolto nella funzione "public: class
Upp::VectorMap<class Upp::String,double,struct Upp::StdHash<class Upp::String> >
& __thiscall Upp::VectorMap<class Upp::String,double,struct Upp::StdHash<class Upp::String>
>::operator=(class Upp::VectorMap<class Upp::String,doub
le,struct Upp::StdHash<class Upp::String> > &)"
(??4?$VectorMap@VString@Upp@@@NU?$StdHash@VString@Upp@@@2@@Upp@@@QAEA
AV01@AAV01@@@Z)
$blitz.obj : error LNK2001: simbolo esterno "public: struct Upp::Size_<int> __thiscall
Upp::Ctrl::GetSize(void)const " (?GetSize@Ctrl@Upp@@@QBE?AU?$Si
ze_@H@2@XZ) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: struct Upp::Size_<int> __thiscall
Upp::Ctrl::GetSize(void)const " (?GetSize@Ctrl@Upp@@@QBE?AU?$Si
ze_@H@2@XZ) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: struct Upp::Size_<int> __thiscall
Upp::Ctrl::GetSize(void)const " (?GetSize@Ctrl@Upp@@@QBE?AU?$Si
ze_@H@2@XZ) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: struct Upp::Size_<int> __thiscall
Upp::Ctrl::GetSize(void)const " (?GetSize@Ctrl@Upp@@@QBE?AU?$Si
ze_@H@2@XZ) non risolto
$blitz.obj : error LNK2019: riferimento al simbolo esterno "public: struct Upp::Rect_<int> __thiscall
Upp::Ctrl::GetScreenView(void)const " (?GetScre
enView@Ctrl@Upp@@@QBE?AU?$Rect_@H@2@XZ) non risolto nella funzione "private: struct
Upp::Point_<int> __thiscall Upp::DisplayPopup::Op(struct Upp::Poin
t_<int>)" (?Op@DisplayPopup@Upp@@@AAE?AU?$Point_@H@2@U32@@@Z)
$blitz.obj : error LNK2001: simbolo esterno "public: struct Upp::Rect_<int> __thiscall
Upp::Ctrl::GetScreenView(void)const " (?GetScreenView@Ctrl@Upp
@@@QBE?AU?$Rect_@H@2@XZ) non risolto
$blitz.obj : error LNK2019: riferimento al simbolo esterno "public: static void __cdecl
Upp::Ctrl::InstallMouseHook(bool (__cdecl*)(class Upp::Ctrl *
,bool,int,struct Upp::Point_<int>,int,unsigned long))"
(?InstallMouseHook@Ctrl@Upp@@@SAXP6A_NPAV12@_NHU?$Point_@H@2@HK@Z@Z)
non risolto nella funzione
"public: __thiscall Upp::DisplayPopup::DisplayPopup(void)"
(??0DisplayPopup@Upp@@@QAE@XZ)
$blitz.obj : error LNK2019: riferimento al simbolo esterno "public: static void __cdecl
Upp::Ctrl::InstallStateHook(bool (__cdecl*)(class Upp::Ctrl *
,int))" (?InstallStateHook@Ctrl@Upp@@@SAXP6A_NPAV12@H@Z@Z) non risolto nella
funzione "public: __thiscall Upp::DisplayPopup::DisplayPopup(void)" (??0D
isplayPopup@Upp@@@QAE@XZ)
$blitz.obj : error LNK2019: riferimento al simbolo esterno "class Upp::CtrlFrame & __cdecl
Upp::BlackFrame(void)" (?BlackFrame@Upp@@@YAAAVCtrlFrame@1@
XZ) non risolto nella funzione "public: __thiscall Upp::DisplayPopup::DisplayPopup(void)"
(??0DisplayPopup@Upp@@@QAE@XZ)
$blitz.obj : error LNK2001: simbolo esterno "public: __thiscall Upp::Ctrl::Ctrl(void)"

```

```

(??0Ctrl@Upp@@QAE@XZ) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: __thiscall Upp::Ctrl::Ctrl(void)"
(??0Ctrl@Upp@@QAE@XZ) non risolto
$blitz.obj : error LNK2019: riferimento al simbolo esterno "public: __thiscall Upp::Ctrl::Ctrl(void)"
(??0Ctrl@Upp@@QAE@XZ) non risolto nella funzione
e "public: __thiscall Upp::DisplayPopup::DisplayPopup(void)"
(??0DisplayPopup@Upp@@QAE@XZ)
$blitz.obj : error LNK2001: simbolo esterno "public: __thiscall Upp::Ctrl::Ctrl(void)"
(??0Ctrl@Upp@@QAE@XZ) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: __thiscall Upp::Ctrl::Ctrl(void)"
(??0Ctrl@Upp@@QAE@XZ) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: __thiscall Upp::Ctrl::Ctrl(void)"
(??0Ctrl@Upp@@QAE@XZ) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual struct Upp::Size_<int> __thiscall
Upp::Ctrl::GetMinSize(void)const " (?GetMinSize@Ctrl@U
pp@@@UBE?AU?$Size_@H@2@XZ) non risolto
$blitz.obj : error LNK2019: riferimento al simbolo esterno "public: virtual struct Upp::Size_<int>
__thiscall Upp::Ctrl::GetMinSize(void)const " (?Ge
tMinSize@Ctrl@Upp@@@UBE?AU?$Size_@H@2@XZ) non risolto nella funzione "public: void
__thiscall Upp::GridCtrl::StdMenuBar(class Upp::Bar &)" (?StdMenuBa
r@GridCtrl@Upp@@QAEAAVBar@2@@Z)
$blitz.obj : error LNK2001: simbolo esterno "public: virtual struct Upp::Size_<int> __thiscall
Upp::Ctrl::GetMinSize(void)const " (?GetMinSize@Ctrl@U
pp@@@UBE?AU?$Size_@H@2@XZ) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual struct Upp::Size_<int> __thiscall
Upp::Ctrl::GetMinSize(void)const " (?GetMinSize@Ctrl@U
pp@@@UBE?AU?$Size_@H@2@XZ) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual struct Upp::Size_<int> __thiscall
Upp::Ctrl::GetStdSize(void)const " (?GetStdSize@Ctrl@U
pp@@@UBE?AU?$Size_@H@2@XZ) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual struct Upp::Size_<int> __thiscall
Upp::Ctrl::GetStdSize(void)const " (?GetStdSize@Ctrl@U
pp@@@UBE?AU?$Size_@H@2@XZ) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual struct Upp::Size_<int> __thiscall
Upp::Ctrl::GetStdSize(void)const " (?GetStdSize@Ctrl@U
pp@@@UBE?AU?$Size_@H@2@XZ) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual struct Upp::Size_<int> __thiscall
Upp::Ctrl::GetStdSize(void)const " (?GetStdSize@Ctrl@U
pp@@@UBE?AU?$Size_@H@2@XZ) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual struct Upp::Size_<int> __thiscall
Upp::Ctrl::GetStdSize(void)const " (?GetStdSize@Ctrl@U
pp@@@UBE?AU?$Size_@H@2@XZ) non risolto
$blitz.obj : error LNK2019: riferimento al simbolo esterno "public: virtual struct Upp::Size_<int>
__thiscall Upp::Ctrl::GetStdSize(void)const " (?Ge
tStdSize@Ctrl@Upp@@@UBE?AU?$Size_@H@2@XZ) non risolto nella funzione "public: void
__thiscall MaterialiLayout::CreaLayout(class Upp::StaticRect &)" (?
CreaLayout@MaterialiLayout@@QAEAAVStaticRect@Upp@@@Z)
$blitz.obj : error LNK2001: simbolo esterno "public: virtual struct Upp::Size_<int> __thiscall

```

```

Upp::Ctrl::GetStdSize(void)const " (?GetStdSize@Ctrl@U
pp@@@UBE?AU?$Size_@H@2@XZ) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual struct Upp::Size_<int> __thiscall
Upp::Ctrl::GetStdSize(void)const " (?GetStdSize@Ctrl@U
pp@@@UBE?AU?$Size_@H@2@XZ) non risolto
$blitz.obj : error LNK2019: riferimento al simbolo esterno "public: void __thiscall
Upp::Ctrl::Refresh(void)" (?Refresh@Ctrl@Upp@@@QAEXXZ) non risolto
nella funzione "public: __thiscall WoodCombinerCtrl::WoodCombinerCtrl(void)"
(??0WoodCombinerCtrl@@@QAE@XZ)
$blitz.obj : error LNK2001: simbolo esterno "public: void __thiscall Upp::Ctrl::Refresh(void)"
(?Refresh@Ctrl@Upp@@@QAEXXZ) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: void __thiscall Upp::Ctrl::Refresh(void)"
(?Refresh@Ctrl@Upp@@@QAEXXZ) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: void __thiscall Upp::Ctrl::Refresh(void)"
(?Refresh@Ctrl@Upp@@@QAEXXZ) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: void __thiscall Upp::Ctrl::Refresh(void)"
(?Refresh@Ctrl@Upp@@@QAEXXZ) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: void __thiscall Upp::Ctrl::Refresh(void)"
(?Refresh@Ctrl@Upp@@@QAEXXZ) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: void __thiscall Upp::Ctrl::Refresh(void)"
(?Refresh@Ctrl@Upp@@@QAEXXZ) non risolto
$blitz.obj : error LNK2019: riferimento al simbolo esterno "public: void __thiscall
Upp::Ctrl::PopUp(class Upp::Ctrl *,bool,bool,bool,bool)" (?PopUp@
Ctrl@Upp@@@QAEXPAV12@_N111@Z) non risolto nella funzione "private: void __thiscall
Upp::DisplayPopup::Sync(void)" (?Sync@DisplayPopup@Upp@@@AAEXXZ)
$blitz.obj : error LNK2001: simbolo esterno "public: void __thiscall Upp::Ctrl::PopUp(class
Upp::Ctrl *,bool,bool,bool,bool)" (?PopUp@Ctrl@Upp@@@QAEXP
AV12@_N111@Z) non risolto
$blitz.obj : error LNK2019: riferimento al simbolo esterno "public: bool __thiscall
Upp::Ctrl::HasFocusDeep(void)const " (?HasFocusDeep@Ctrl@Upp@@@QBE
_NXZ) non risolto nella funzione "private: void __thiscall Upp::DisplayPopup::Sync(void)"
(?Sync@DisplayPopup@Upp@@@AAEXXZ)
$blitz.obj : error LNK2001: simbolo esterno "public: bool __thiscall
Upp::Ctrl::HasFocusDeep(void)const " (?HasFocusDeep@Ctrl@Upp@@@QBE_NXZ) non risol
to
$blitz.obj : error LNK2019: riferimento al simbolo esterno "public: class Upp::Ctrl * __thiscall
Upp::Ctrl::GetTopCtrl(void)" (?GetTopCtrl@Ctrl@Upp@@
QAEP AV12@XZ) non risolto nella funzione "private: void __thiscall
Upp::DisplayPopup::Sync(void)" (?Sync@DisplayPopup@Upp@@@AAEXXZ)
$blitz.obj : error LNK2019: riferimento al simbolo esterno "public: static class Upp::Ctrl * __cdecl
Upp::Ctrl::GetDragAndDropTarget(void)" (?GetDrag
AndDropTarget@Ctrl@Upp@@@SAPAV12@XZ) non risolto nella funzione "public: bool __thiscall
Upp::Ctrl::IsDragAndDropTarget(void)" (?IsDragAndDropTarget@C
trl@Upp@@@QAE_NXZ)
$blitz.obj : error LNK2019: riferimento al simbolo esterno "public: bool __thiscall
Upp::Ctrl::IsOpen(void)const " (?IsOpen@Ctrl@Upp@@@QBE_NXZ) non ri

```

```

soltò nella funzione "private: static void __cdecl Upp::DisplayPopup::SyncAll(void)"
(?SyncAll@DisplayPopup@Upp@@@CAXXZ)
$blitz.obj : error LNK2001: simbolo esterno "public: bool __thiscall Upp::Ctrl::IsOpen(void)const "
(?IsOpen@Ctrl@Upp@@@QBE_NXZ) non risolto
$blitz.obj : error LNK2019: riferimento al simbolo esterno "public: bool __thiscall
Upp::Ctrl::HasMouse(void)const " (?HasMouse@Ctrl@Upp@@@QBE_NXZ) no
n risolto nella funzione "public: bool __thiscall Upp::DisplayPopup::HasMouse(void)"
(?HasMouse@DisplayPopup@Upp@@@QAE_NXZ)
$blitz.obj : error LNK2019: riferimento al simbolo esterno "public: class Upp::Ctrl & __thiscall
Upp::Ctrl::Tip(char const *)" (?Tip@Ctrl@Upp@@@QAEAAV
12@PBD@Z) non risolto nella funzione "public: void __thiscall Upp::DisplayPopup::Set(class
Upp::Ctrl *,struct Upp::Rect_<int> const &,class Upp::Valu
e const &,class Upp::Display const *,class Upp::Color,class Upp::Color,unsigned long,int)"
(?Set@DisplayPopup@Upp@@@QAEXPAVCtrl@2@ABU?$Rect_@H@2@ABVValu
e@2@PBVDisplay@2@VColor@2@4KH@Z)
$blitz.obj : error LNK2019: riferimento al simbolo esterno "public: class Upp::String __thiscall
Upp::Ctrl::GetTip(void)const " (?GetTip@Ctrl@Upp@@@QB
E@AVString@2@XZ) non risolto nella funzione "public: void __thiscall
Upp::DisplayPopup::Set(class Upp::Ctrl *,struct Upp::Rect_<int> const &,class Up
p::Value const &,class Upp::Display const *,class Upp::Color,class Upp::Color,unsigned long,int)"
(?Set@DisplayPopup@Upp@@@QAEXPAVCtrl@2@ABU?$Rect_@H@
2@ABVValue@2@PBVDisplay@2@VColor@2@4KH@Z)
$blitz.obj : error LNK2019: riferimento al simbolo esterno "public: bool __thiscall
Upp::Ctrl::SetCapture(void)" (?SetCapture@Ctrl@Upp@@@QAE_NXZ) non
risolto nella funzione "public: virtual void __thiscall Upp::Pusher::LeftDown(struct
Upp::Point_<int>,unsigned long)" (?LeftDown@Pusher@Upp@@@UAEXU?$P
oint_@H@2@K@Z)
$blitz.obj : error LNK2001: simbolo esterno "public: bool __thiscall Upp::Ctrl::SetCapture(void)"
(?SetCapture@Ctrl@Upp@@@QAE_NXZ) non risolto
$blitz.obj : error LNK2019: riferimento al simbolo esterno "public: bool __thiscall
Upp::Ctrl::SetWantFocus(void)" (?SetWantFocus@Ctrl@Upp@@@QAE_NXZ)
non risolto nella funzione "public: virtual void __thiscall Upp::Pusher::LeftDown(struct
Upp::Point_<int>,unsigned long)" (?LeftDown@Pusher@Upp@@@UAEX
U?$Point_@H@2@K@Z)
$blitz.obj : error LNK2019: riferimento al simbolo esterno "public: static bool __cdecl
Upp::Ctrl::ClickFocus(void)" (?ClickFocus@Ctrl@Upp@@@SA_NXZ) n
on risolto nella funzione "public: virtual void __thiscall Upp::Pusher::LeftDown(struct
Upp::Point_<int>,unsigned long)" (?LeftDown@Pusher@Upp@@@UAEXU
?$Point_@H@2@K@Z)
$blitz.obj : error LNK2019: riferimento al simbolo esterno "public: bool __thiscall
Upp::Ctrl::HasCapture(void)const " (?HasCapture@Ctrl@Upp@@@QBE_NXZ
) non risolto nella funzione "public: virtual void __thiscall Upp::Pusher::MouseMove(struct
Upp::Point_<int>,unsigned long)" (?MouseMove@Pusher@Upp@@@
UAEXU?$Point_@H@2@K@Z)
$blitz.obj : error LNK2001: simbolo esterno "public: bool __thiscall
Upp::Ctrl::HasCapture(void)const " (?HasCapture@Ctrl@Upp@@@QBE_NXZ) non risolto
$blitz.obj : error LNK2019: riferimento al simbolo esterno "public: struct Upp::Rect_<int> __thiscall
Upp::Ctrl::GetRect(void)const " (?GetRect@Ctrl@

```

Upp@@QBE?AU?\$Rect_@H@2@XZ) non risolto nella funzione "struct Upp::Button::Style const * __cdecl Upp::GetButtonStyle(class Upp::Ctrl const *)" (?GetButtonStyle@Upp@@YAPBUStyle@Button@1@PBVCtrl@1@@@Z)

\$blitz.obj : error LNK2001: simbolo esterno "public: struct Upp::Rect_<int> __thiscall Upp::Ctrl::GetRect(void)const " (?GetRect@Ctrl@Upp@@@QBE?AU?\$Rect_@H@2@XZ) non risolto

\$blitz.obj : error LNK2001: simbolo esterno "public: struct Upp::Rect_<int> __thiscall Upp::Ctrl::GetRect(void)const " (?GetRect@Ctrl@Upp@@@QBE?AU?\$Rect_@H@2@XZ) non risolto

\$blitz.obj : error LNK2019: riferimento al simbolo esterno "private: void __thiscall Upp::Ctrl::SyncLayout(int)" (?SyncLayout@Ctrl@Upp@@@AAEXH@Z) non risolto nella funzione "public: void __thiscall Upp::Ctrl::RefreshLayout(void)" (?RefreshLayout@Ctrl@Upp@@@QAEXXZ)

\$blitz.obj : error LNK2001: simbolo esterno "private: void __thiscall Upp::Ctrl::SyncLayout(int)" (?SyncLayout@Ctrl@Upp@@@AAEXH@Z) non risolto

\$blitz.obj : error LNK2019: riferimento al simbolo esterno "public: class Upp::Ctrl const * __thiscall Upp::Ctrl::GetTopCtrl(void)const " (?GetTopCtrl@Ctrl@Upp@@@QBEPBV12@XZ) non risolto nella funzione "protected: struct Upp::Button::Style const * __thiscall Upp::Button::St(void)const " (?St@Button@Upp@@@IBEPBUStyle@12@XZ)

\$blitz.obj : error LNK2001: simbolo esterno "private: static class Upp::Ptr<class Upp::Ctrl> Upp::Ctrl::focusCtrl" (?focusCtrl@Ctrl@Upp@@@0V?\$Ptr@VCtrl@Upp@@@2@A) non risolto

\$blitz.obj : error LNK2001: simbolo esterno "private: static class Upp::Ptr<class Upp::Ctrl> Upp::Ctrl::focusCtrl" (?focusCtrl@Ctrl@Upp@@@0V?\$Ptr@VCtrl@Upp@@@2@A) non risolto

\$blitz.obj : error LNK2019: riferimento al simbolo esterno "public: bool __thiscall Upp::Ctrl::VisibleAccessKeys(void)" (?VisibleAccessKeys@Ctrl@Upp@@@QAE_NXZ) non risolto nella funzione "public: virtual void __thiscall Upp::Button::Paint(class Upp::Draw &)" (?Paint@Button@Upp@@@UAEXAAVDraw@2@@@Z)

\$blitz.obj : error LNK2019: riferimento al simbolo esterno "public: void __thiscall Upp::Ctrl::SetFrameRect(int,int,int,int)" (?SetFrameRect@Ctrl@Upp@@@QAEXHHHH@Z) non risolto nella funzione "public: virtual void __thiscall Upp::SpinButtons::FrameLayout(struct Upp::Rect_<int> &)" (?FrameLayout@SpinButtons@Upp@@@UAEXAAU?\$Rect_@H@2@@@Z)

\$blitz.obj : error LNK2019: riferimento al simbolo esterno "public: void __thiscall Upp::Ctrl::Remove(void)" (?Remove@Ctrl@Upp@@@QAEXXZ) non risolto nella funzione "public: virtual void __thiscall Upp::SpinButtons::FrameRemove(void)" (?FrameRemove@SpinButtons@Upp@@@UAEXXZ)

\$blitz.obj : error LNK2001: simbolo esterno "public: void __thiscall Upp::Ctrl::Remove(void)" (?Remove@Ctrl@Upp@@@QAEXXZ) non risolto

\$blitz.obj : error LNK2001: simbolo esterno "public: void __thiscall Upp::Ctrl::Remove(void)" (?Remove@Ctrl@Upp@@@QAEXXZ) non risolto

\$blitz.obj : error LNK2019: riferimento al simbolo esterno "public: void __thiscall Upp::Ctrl::Refresh(int,int,int,int)" (?Refresh@Ctrl@Upp@@@QAEXHHHH@Z) non risolto nella funzione "protected: virtual void __thiscall Upp::Option::RefreshPush(void)" (?RefreshPush@Option@Upp@@@MAEXXZ)

\$blitz.obj : error LNK2001: simbolo esterno "public: void __thiscall Upp::Ctrl::Refresh(int,int,int,int)"

(?Refresh@Ctrl@Upp@@QAEXHHHH@Z) non risolto

\$blitz.obj : error LNK2019: riferimento al simbolo esterno "public: void __thiscall Upp::Ctrl::UpdateAction(void)" (?UpdateAction@Ctrl@Upp@@QAEXXZ) non risolto nella funzione "protected: virtual void __thiscall Upp::Option::PerformAction(void)" (?PerformAction@Option@Upp@@MAEXXZ)

\$blitz.obj : error LNK2019: riferimento al simbolo esterno "public: void __thiscall Upp::Ctrl::Update(void)" (?Update@Ctrl@Upp@@QAEXXZ) non risolto nella funzione "public: class Upp::Option & __thiscall Upp::Option::Set(int)" (?Set@Option@Upp@@QAEAAV12@H@Z)

\$blitz.obj : error LNK2019: riferimento al simbolo esterno "public: void __thiscall Upp::Ctrl::UpdateRefresh(void)" (?UpdateRefresh@Ctrl@Upp@@QAEXXZ) non risolto nella funzione "public: void __thiscall Upp::ButtonOption::Set(bool)" (?Set@ButtonOption@Upp@@QAEX_N@Z)

\$blitz.obj : error LNK2019: riferimento al simbolo esterno "public: void __thiscall Upp::Ctrl::UpdateActionRefresh(void)" (?UpdateActionRefresh@Ctrl@Upp@@QAEXXZ) non risolto nella funzione "public: virtual void __thiscall Upp::ButtonOption::LeftUp(struct Upp::Point_<int>, unsigned long)" (?LeftUp@ButtonOption@Upp@@UAEXU?\$Point_@H@2@K@Z)

\$blitz.obj : error LNK2019: riferimento al simbolo esterno "public: void __thiscall Upp::Ctrl::Action(void)" (?Action@Ctrl@Upp@@QAEXXZ) non risolto nella funzione "protected: virtual void __thiscall Upp::DataPusher::DoAction(void)" (?DoAction@DataPusher@Upp@@MAEXXZ)

\$blitz.obj : error LNK2001: simbolo esterno "public: void __thiscall Upp::Ctrl::Action(void)" (?Action@Ctrl@Upp@@QAEXXZ) non risolto

\$blitz.obj : error LNK2019: riferimento al simbolo esterno "public: void __thiscall Upp::Ctrl::Refresh(struct Upp::Rect_<int> const &)" (?Refresh@Ctrl@Upp@@QAEXABU?\$Rect_@H@2@@@Z) non risolto nella funzione "public: void __thiscall Upp::Switch::EnableCase(int, bool)" (?EnableCase@Switch@Upp@@QAEXH_N@Z)

\$blitz.obj : error LNK2001: simbolo esterno "public: void __thiscall Upp::Ctrl::Refresh(struct Upp::Rect_<int> const &)" (?Refresh@Ctrl@Upp@@QAEXABU?\$Rect_@H@2@@@Z) non risolto

\$blitz.obj : error LNK2019: riferimento al simbolo esterno "public: bool __thiscall Upp::Ctrl::HasMouseIn(struct Upp::Rect_<int> const &)const" (?HasMouseIn@Ctrl@Upp@@QBE_NABU?\$Rect_@H@2@@@Z) non risolto nella funzione "public: virtual void __thiscall Upp::Switch::Paint(class Upp::Draw &)" (?Paint@Switch@Upp@@UAEXAAVDraw@2@@@Z)

\$blitz.obj : error LNK2019: riferimento al simbolo esterno "public: void __thiscall Upp::Ctrl::RefreshFrame(void)" (?RefreshFrame@Ctrl@Upp@@QAEXXZ) non risolto nella funzione "protected: void __thiscall Upp::EditField::SyncEdge(void)" (?SyncEdge@EditField@Upp@@IAEXXZ)

\$blitz.obj : error LNK2019: riferimento al simbolo esterno "public: static class Upp::Image __cdecl Upp::Image::IBeam(void)" (?IBeam@Image@Upp@@SA?AV12@XZ) non risolto nella funzione "public: virtual class Upp::Image __thiscall Upp::EditField::CursorImage(struct Upp::Point_<int>, unsigned long)" (?CursorImage@EditField@Upp@@UAE?AVImage@2@U?\$Point_@H@2@K@Z)

\$blitz.obj : error LNK2019: riferimento al simbolo esterno "public: void __thiscall

Upp::Ctrl::SetCaret(int,int,int,int)" (?SetCaret@Ctrl@Upp@@QAEXHH
HH@Z) non risolto nella funzione "protected: void __thiscall Upp::EditField::SyncCaret(void)"
(?SyncCaret@EditField@Upp@@@IAEXXZ)
\$blitz.obj : error LNK2019: riferimento al simbolo esterno "public: class Upp::Ctrl & __thiscall
Upp::Ctrl::LeftPos(int,int)" (?LeftPos@Ctrl@Upp@@@QAE
AAV12@HH@Z) non risolto nella funzione "protected: void __thiscall
Upp::EditField::Finish(bool)" (?Finish@EditField@Upp@@@IAEX_N@Z)
\$blitz.obj : error LNK2001: simbolo esterno "public: class Upp::Ctrl & __thiscall
Upp::Ctrl::LeftPos(int,int)" (?LeftPos@Ctrl@Upp@@@QAEAAV12@HH@Z) non
risolto
\$blitz.obj : error LNK2019: riferimento al simbolo esterno "public: bool __thiscall
Upp::Ctrl::SetFocus(void)" (?SetFocus@Ctrl@Upp@@@QAE_NXZ) non riso
lto nella funzione "public: virtual void __thiscall Upp::EditField::LeftDown(struct
Upp::Point_<int>,unsigned long)" (?LeftDown@EditField@Upp@@@UAEXU?
\$Point_@H@2@K@Z)
\$blitz.obj : error LNK2001: simbolo esterno "public: bool __thiscall Upp::Ctrl::SetFocus(void)"
(?SetFocus@Ctrl@Upp@@@QAE_NXZ) non risolto
\$blitz.obj : error LNK2001: simbolo esterno "public: bool __thiscall Upp::Ctrl::SetFocus(void)"
(?SetFocus@Ctrl@Upp@@@QAE_NXZ) non risolto
\$blitz.obj : error LNK2001: simbolo esterno "public: bool __thiscall Upp::Ctrl::SetFocus(void)"
(?SetFocus@Ctrl@Upp@@@QAE_NXZ) non risolto
\$blitz.obj : error LNK2019: riferimento al simbolo esterno "class Upp::WString __cdecl
Upp::GetWString(class Upp::PasteClip &)" (?GetWString@Upp@@@YA?
AVWString@1@AAVPasteClip@1@@@Z) non risolto nella funzione "public: virtual void __thiscall
Upp::EditField::MiddleDown(struct Upp::Point_<int>,unsigne
d long)" (?MiddleDown@EditField@Upp@@@UAEXU?\$Point_@H@2@K@Z)
\$blitz.obj : error LNK2019: riferimento al simbolo esterno "bool __cdecl Upp::AcceptText(class
Upp::PasteClip &)" (?AcceptText@Upp@@@YA_NAAVPasteClip@
1@@@Z) non risolto nella funzione "public: virtual void __thiscall
Upp::EditField::MiddleDown(struct Upp::Point_<int>,unsigned long)" (?MiddleDown@Edi
tField@Upp@@@UAEXU?\$Point_@H@2@K@Z)
\$blitz.obj : error LNK2019: riferimento al simbolo esterno "public: static class Upp::PasteClip &
__cdecl Upp::Ctrl::Selection(void)" (?Selection@Ctr
l@Upp@@@SAAVPasteClip@2@XZ) non risolto nella funzione "public: virtual void __thiscall
Upp::EditField::MiddleDown(struct Upp::Point_<int>,unsigned l
ong)" (?MiddleDown@EditField@Upp@@@UAEXU?\$Point_@H@2@K@Z)
\$blitz.obj : error LNK2019: riferimento al simbolo esterno "public: void __thiscall
Upp::Ctrl::SetSelectionSource(char const *)" (?SetSelectionSource
@Ctrl@Upp@@@QAEXPBD@Z) non risolto nella funzione "public: void __thiscall
Upp::EditField::Move(int,bool)" (?Move@EditField@Upp@@@QAEXH_N@Z)
\$blitz.obj : error LNK2019: riferimento al simbolo esterno "char const * __cdecl
Upp::ClipFmtsText(void)" (?ClipFmtsText@Upp@@@YAPBDXZ) non risolto ne
lla funzione "public: void __thiscall Upp::EditField::Move(int,bool)"
(?Move@EditField@Upp@@@QAEXH_N@Z)
\$blitz.obj : error LNK2019: riferimento al simbolo esterno "void __cdecl
Upp::AppendClipboardUnicodeText(class Upp::WString const &)" (?AppendClipboa
rdUnicodeText@Upp@@@YAXABVWString@1@@@Z) non risolto nella funzione "void __cdecl
Upp::WriteClipboardUnicodeText(class Upp::WString const &)" (?WriteCl

```

ipboardUnicodeText@Upp@@YAXABVWString@1@@Z)
$blitz.obj : error LNK2019: riferimento al simbolo esterno "void __cdecl Upp::ClearClipboard(void)"
(?ClearClipboard@Upp@@YAXXZ) non risolto nella fu
nzione "void __cdecl Upp::WriteClipboardUnicodeText(class Upp::WString const &)"
(?WriteClipboardUnicodeText@Upp@@YAXABVWString@1@@Z)
$blitz.obj : error LNK2001: simbolo esterno "void __cdecl Upp::ClearClipboard(void)"
(?ClearClipboard@Upp@@YAXXZ) non risolto
$blitz.obj : error LNK2019: riferimento al simbolo esterno "public: static class Upp::Ctrl * __cdecl
Upp::Ctrl::GetDragAndDropSource(void)" (?GetDrag
AndDropSource@Ctrl@Upp@@SAPAV12@XZ) non risolto nella funzione "public: bool __thiscall
Upp::Ctrl::IsDragAndDropSource(void)" (?IsDragAndDropSource@C
trl@Upp@@QAE_NXZ)
$blitz.obj : error LNK2001: simbolo esterno "public: virtual __thiscall
Upp::ImageDraw::~~ImageDraw(void)" (??1ImageDraw@Upp@@UAE@XZ) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual __thiscall
Upp::ImageDraw::~~ImageDraw(void)" (??1ImageDraw@Upp@@UAE@XZ) non risolto
$blitz.obj : error LNK2019: riferimento al simbolo esterno "public: virtual __thiscall
Upp::ImageDraw::~~ImageDraw(void)" (??1ImageDraw@Upp@@UAE@XZ) n
on risolto nella funzione "public: virtual void __thiscall Upp::EditField::LeftDrag(struct
Upp::Point_<int>,unsigned long)" (?LeftDrag@EditField@Upp@
@UAEXU?$Point_@H@2@K@Z)
ChWin32.obj : error LNK2001: simbolo esterno "public: virtual __thiscall
Upp::ImageDraw::~~ImageDraw(void)" (??1ImageDraw@Upp@@UAE@XZ) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual __thiscall
Upp::ImageDraw::~~ImageDraw(void)" (??1ImageDraw@Upp@@UAE@XZ) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: virtual __thiscall
Upp::ImageDraw::~~ImageDraw(void)" (??1ImageDraw@Upp@@UAE@XZ) non risolto
$blitz.obj : error LNK2019: riferimento al simbolo esterno "public: int __thiscall
Upp::Ctrl::DoDragAndDrop(class Upp::VectorMap<class Upp::String,st
ruct Upp::ClipData,struct Upp::StdHash<class Upp::String> > const &,class Upp::Image const
&,unsigned long)" (?DoDragAndDrop@Ctrl@Upp@@QAEHABV?$Vecto
rMap@VString@Upp@@UClipData@2@U?$StdHash@VString@Upp@@@2@@2@ABVImag
e@2@K@Z) non risolto nella funzione "public: virtual void __thiscall Upp::EditFiel
d::LeftDrag(struct Upp::Point_<int>,unsigned long)"
(?LeftDrag@EditField@Upp@@UAEXU?$Point_@H@2@K@Z)
$blitz.obj : error LNK2001: simbolo esterno "public: __thiscall Upp::ImageDraw::operator class
Upp::Image(void)const " (??BImageDraw@Upp@@QBE?AVImage
@1@XZ) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: __thiscall Upp::ImageDraw::operator class
Upp::Image(void)const " (??BImageDraw@Upp@@QBE?AVImage
@1@XZ) non risolto
$blitz.obj : error LNK2019: riferimento al simbolo esterno "public: __thiscall
Upp::ImageDraw::operator class Upp::Image(void)const " (??BImageDraw@U
pp@@QBE?AVImage@1@XZ) non risolto nella funzione "public: virtual void __thiscall
Upp::EditField::LeftDrag(struct Upp::Point_<int>,unsigned long)" (?
LeftDrag@EditField@Upp@@UAEXU?$Point_@H@2@K@Z)
ChWin32.obj : error LNK2001: simbolo esterno "public: __thiscall Upp::ImageDraw::operator class
Upp::Image(void)const " (??BImageDraw@Upp@@QBE?AVImag

```

e@1@XZ) non risolto
 \$blitz.obj : error LNK2001: simbolo esterno "public: __thiscall Upp::ImageDraw::operator class Upp::Image(void)const " (??BImageDraw@Upp@@@QBE?AVImage @1@XZ) non risolto
 \$blitz.obj : error LNK2001: simbolo esterno "public: __thiscall Upp::ImageDraw::operator class Upp::Image(void)const " (??BImageDraw@Upp@@@QBE?AVImage @1@XZ) non risolto
 \$blitz.obj : error LNK2019: riferimento al simbolo esterno "void __cdecl Upp::Append(class Upp::VectorMap<class Upp::String,struct Upp::ClipData,struct Upp::StdHash<class Upp::String> > &,class Upp::WString const &)" (?Append@Upp@@@YAXAAV?\$VectorMap@VString@Upp@@@UClipData@2@U?\$StdHash@VString@Upp@@@ @2@@@1@ABVWString@1@@@Z) non risolto nella funzione "public: virtual void __thiscall Upp::EditField::LeftDrag(struct Upp::Point_<int>,unsigned long)" (?LeftDrag@EditField@Upp@@@UAEXU?\$Point_@H@2@K@Z)
 \$blitz.obj : error LNK2019: riferimento al simbolo esterno "public: class Upp::Draw & __thiscall Upp::ImageDraw::Alpha(void)" (?Alpha@ImageDraw@Upp@@@QAEAAVDraw@2@XZ) non risolto nella funzione "public: virtual void __thiscall Upp::EditField::LeftDrag(struct Upp::Point_<int>,unsigned long)" (?LeftDrag@EditField@Upp@@@UAEXU?\$Point_@H@2@K@Z)
 \$blitz.obj : error LNK2001: simbolo esterno "public: __thiscall Upp::ImageDraw::ImageDraw(struct Upp::Size_<int>)" (??0ImageDraw@Upp@@@QAE@U?\$Size_@H@1@@@Z) non risolto
 \$blitz.obj : error LNK2001: simbolo esterno "public: __thiscall Upp::ImageDraw::ImageDraw(struct Upp::Size_<int>)" (??0ImageDraw@Upp@@@QAE@U?\$Size_@H@1@@@Z) non risolto
 \$blitz.obj : error LNK2019: riferimento al simbolo esterno "public: __thiscall Upp::ImageDraw::ImageDraw(struct Upp::Size_<int>)" (??0ImageDraw@Upp@@@QAE@U?\$Size_@H@1@@@Z) non risolto nella funzione "public: virtual void __thiscall Upp::EditField::LeftDrag(struct Upp::Point_<int>,unsigned long)" (?LeftDrag@EditField@Upp@@@UAEXU?\$Point_@H@2@K@Z)
 ChWin32.obj : error LNK2001: simbolo esterno "public: __thiscall Upp::ImageDraw::ImageDraw(struct Upp::Size_<int>)" (??0ImageDraw@Upp@@@QAE@U?\$Size_@H@1@@@Z) non risolto
 \$blitz.obj : error LNK2001: simbolo esterno "public: __thiscall Upp::ImageDraw::ImageDraw(struct Upp::Size_<int>)" (??0ImageDraw@Upp@@@QAE@U?\$Size_@H@1@@@Z) non risolto
 \$blitz.obj : error LNK2001: simbolo esterno "public: __thiscall Upp::ImageDraw::ImageDraw(struct Upp::Size_<int>)" (??0ImageDraw@Upp@@@QAE@U?\$Size_@H@1@@@Z) non risolto
 \$blitz.obj : error LNK2001: simbolo esterno "public: __thiscall Upp::ImageDraw::ImageDraw(struct Upp::Size_<int>)" (??0ImageDraw@Upp@@@QAE@U?\$Size_@H@1@@@Z) non risolto
 \$blitz.obj : error LNK2019: riferimento al simbolo esterno "class Upp::String __cdecl Upp::GetTextClip(class Upp::WString const &,class Upp::String const &)" (?GetTextClip@Upp@@@YA?AVString@1@ABVWString@1@ABV21@@@Z) non risolto nella funzione "public: virtual class Upp::String __thiscall Upp::EditField::GetSelectionData(class Upp::String const &)const " (?GetSelectionData@EditField@Upp@@@UBE?AVString@2@ABV32@@@Z)
 \$blitz.obj : error LNK2019: riferimento al simbolo esterno "class Upp::WString __cdecl

Upp::ReadClipboardUnicodeText(void)" (?ReadClipboardUnicodeText@Upp@@YA?AVWString@1@XZ) non risolto nella funzione "public: void __thiscall Upp::EditField::Paste(void)" (?Paste@EditField@Upp@@@QAEXXZ)

\$blitz.obj : error LNK2001: simbolo esterno "class Upp::WString __cdecl Upp::ReadClipboardUnicodeText(void)" (?ReadClipboardUnicodeText@Upp@@YA?AVWString@1@XZ) non risolto

\$blitz.obj : error LNK2019: riferimento al simbolo esterno "bool __cdecl Upp::IsClipboardAvailableText(void)" (?IsClipboardAvailableText@Upp@@YA_NXZ) non risolto nella funzione "public: void __thiscall Upp::EditField::StdBar(class Upp::Bar &)" (?StdBar@EditField@Upp@@@QAEXAAVBar@2@@@Z)

\$blitz.obj : error LNK2001: simbolo esterno "bool __cdecl Upp::IsClipboardAvailableText(void)" (?IsClipboardAvailableText@Upp@@YA_NXZ) non risolto

\$blitz.obj : error LNK2019: riferimento al simbolo esterno "void __cdecl Upp::AppendClipboardText(class Upp::String const &)" (?AppendClipboardText@Upp@@YAXABVString@1@@@Z) non risolto nella funzione "public: void __thiscall Upp::TextCtrl::Copy(void)" (?Copy@TextCtrl@Upp@@@QAEXXZ)

\$blitz.obj : error LNK2001: simbolo esterno "void __cdecl Upp::AppendClipboardText(class Upp::String const &)" (?AppendClipboardText@Upp@@YAXABVString@1@@@Z) non risolto

\$blitz.obj : error LNK2019: riferimento al simbolo esterno "class Upp::String __cdecl Upp::ReadClipboardText(void)" (?ReadClipboardText@Upp@@YA?AVString@1@XZ) non risolto nella funzione "public: void __thiscall Upp::TextCtrl::Paste(void)" (?Paste@TextCtrl@Upp@@@QAEXXZ)

\$blitz.obj : error LNK2019: riferimento al simbolo esterno "public: int __thiscall Upp::Ctrl::DoDragAndDrop(char const *,class Upp::Image const &,unsigned long)" (?DoDragAndDrop@Ctrl@Upp@@@QAEHPBDABVImage@2@K@Z) non risolto nella funzione "public: virtual void __thiscall Upp::LineEdit::LeftDrag(struct Upp::Point_<int>,unsigned long)" (?LeftDrag@LineEdit@Upp@@@UAEXU?\$Point_@H@2@K@Z)

\$blitz.obj : error LNK2019: riferimento al simbolo esterno "int __cdecl Upp::FrameButtonWidth(void)" (?FrameButtonWidth@Upp@@YAHXZ) non risolto nella funzione "public: void __thiscall Upp::ScrollBar__Style__StyleDefault::Init(void)" (?Init@ScrollBar__Style__StyleDefault@Upp@@@QAEXXZ)

ChWin32.obj : error LNK2001: simbolo esterno "int __cdecl Upp::FrameButtonWidth(void)" (?FrameButtonWidth@Upp@@YAHXZ) non risolto

\$blitz.obj : error LNK2019: riferimento al simbolo esterno "int __cdecl Upp::ScrollBarArrowSize(void)" (?ScrollBarArrowSize@Upp@@YAHXZ) non risolto nella funzione "public: void __thiscall Upp::ScrollBar__Style__StyleDefault::Init(void)" (?Init@ScrollBar__Style__StyleDefault@Upp@@@QAEXXZ)

\$blitz.obj : error LNK2019: riferimento al simbolo esterno "public: bool __thiscall Upp::Ctrl::ReleaseCapture(void)" (?ReleaseCapture@Ctrl@Upp@@@QAE_NXZ) non risolto nella funzione "public: virtual void __thiscall Upp::ScrollBar::LeftUp(struct Upp::Point_<int>,unsigned long)" (?LeftUp@ScrollBar@Upp@@@UAEXU?\$Point_@H@2@K@Z)

\$blitz.obj : error LNK2001: simbolo esterno "public: bool __thiscall Upp::Ctrl::ReleaseCapture(void)" (?ReleaseCapture@Ctrl@Upp@@@QAE_NXZ) non risolto

\$blitz.obj : error LNK2019: riferimento al simbolo esterno "public: void __thiscall

```

Upp::Ctrl::Enable(bool)" (?Enable@Ctrl@Upp@@QAEX_N@Z) non risolto
    nella funzione "public: void __thiscall Upp::ScrollBar::Set(int,int,int)"
(?Set@ScrollBar@Upp@@QAEXHHH@Z)
$blitz.obj : error LNK2001: simbolo esterno "public: void __thiscall Upp::Ctrl::Enable(bool)"
(?Enable@Ctrl@Upp@@QAEX_N@Z) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: void __thiscall Upp::Ctrl::Enable(bool)"
(?Enable@Ctrl@Upp@@QAEX_N@Z) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: void __thiscall Upp::Ctrl::Enable(bool)"
(?Enable@Ctrl@Upp@@QAEX_N@Z) non risolto
$blitz.obj : error LNK2019: riferimento al simbolo esterno "public: bool __thiscall
Upp::Ctrl::IsVisible(void)const " (?IsVisible@Ctrl@Upp@@QBE_NXZ)
    non risolto nella funzione "public: bool __thiscall Upp::ScrollBar::VertKey(unsigned long,bool)"
(?VertKey@ScrollBar@Upp@@QAE_NK_N@Z)
$blitz.obj : error LNK2019: riferimento al simbolo esterno "public: void __thiscall
Upp::Ctrl::SetRect(int,int,int,int)" (?SetRect@Ctrl@Upp@@QAEXHHHH
    @Z) non risolto nella funzione "public: virtual void __thiscall Upp::ScrollBar::Layout(void)"
(?Layout@ScrollBar@Upp@@UAEXXZ)
$blitz.obj : error LNK2001: simbolo esterno "public: void __thiscall
Upp::Ctrl::SetRect(int,int,int,int)" (?SetRect@Ctrl@Upp@@QAEXHHHH@Z) non risolto

$blitz.obj : error LNK2019: riferimento al simbolo esterno "void __cdecl
Upp::LayoutFrameRight(struct Upp::Rect_<int> &,class Upp::Ctrl *,int)" (?Lay
    outFrameRight@Upp@@YAXAAU?$Rect_@H@1@PAVCtrl@1@H@Z) non risolto nella
funzione "public: virtual void __thiscall Upp::ScrollBar::FrameLayout(struct Up
    p::Rect_<int> &)" (?FrameLayout@ScrollBar@Upp@@UAEXAAU?$Rect_@H@2@@@Z)
$blitz.obj : error LNK2019: riferimento al simbolo esterno "void __cdecl
Upp::LayoutFrameBottom(struct Upp::Rect_<int> &,class Upp::Ctrl *,int)" (?La
    youtFrameBottom@Upp@@YAXAAU?$Rect_@H@1@PAVCtrl@1@H@Z) non risolto nella
funzione "public: virtual void __thiscall Upp::ScrollBar::FrameLayout(struct
    Upp::Rect_<int> &)" (?FrameLayout@ScrollBar@Upp@@UAEXAAU?$Rect_@H@2@@@Z)
$blitz.obj : error LNK2001: simbolo esterno "void __cdecl Upp::LayoutFrameBottom(struct
    Upp::Rect_<int> &,class Upp::Ctrl *,int)" (?LayoutFrameBottom
    @Upp@@YAXAAU?$Rect_@H@1@PAVCtrl@1@H@Z) non risolto
$blitz.obj : error LNK2019: riferimento al simbolo esterno "public: static class Upp::Image __cdecl
Upp::Image::Arrow(void)" (?Arrow@Image@Upp@@SA?AV
    12@XZ) non risolto nella funzione "public: virtual class Upp::Image __thiscall
Upp::SizeGrip::CursorImage(struct Upp::Point_<int>,unsigned long)" (?C
    ursorImage@SizeGrip@Upp@@UAE?AVImage@2@U?$Point_@H@2@K@Z)
$blitz.obj : error LNK2001: simbolo esterno "public: static class Upp::Image __cdecl
Upp::Image::Arrow(void)" (?Arrow@Image@Upp@@SA?AV12@XZ) non riso
    lto
$blitz.obj : error LNK2019: riferimento al simbolo esterno "public: static class Upp::Image __cdecl
Upp::Image::SizeBottomRight(void)" (?SizeBottomRi
    ght@Image@Upp@@SA?AV12@XZ) non risolto nella funzione "public: virtual class Upp::Image
__thiscall Upp::SizeGrip::CursorImage(struct Upp::Point_<int>
    ,unsigned long)"
(?CursorImage@SizeGrip@Upp@@UAE?AVImage@2@U?$Point_@H@2@K@Z)
$blitz.obj : error LNK2001: simbolo esterno "public: static class Upp::Image __cdecl

```

```

Upp::Image::SizeBottomRight(void)" (?SizeBottomRight@Image@Upp@@@
SA?AV12@XZ) non risolto
$blitz.obj : error LNK2019: riferimento al simbolo esterno "bool __cdecl
Upp::GuiPlatformHasSizeGrip(void)" (?GuiPlatformHasSizeGrip@Upp@@YA_NXZ) non
risolto nella funzione "public: virtual class Upp::Image __thiscall
Upp::SizeGrip::CursorImage(struct Upp::Point_<int>,unsigned long)" (?CursorImage
@SizeGrip@Upp@@@UAE?AVImage@2@U?$Point_@H@2@K@Z)
$blitz.obj : error LNK2019: riferimento al simbolo esterno "public: class Upp::Ctrl & __thiscall
Upp::Ctrl::BottomPos(int,int)" (?BottomPos@Ctrl@Upp@
@QAEAAV12@HH@Z) non risolto nella funzione "public: __thiscall
Upp::SizeGrip::SizeGrip(void)" (??0SizeGrip@Upp@@@QAE@XZ)
$blitz.obj : error LNK2001: simbolo esterno "public: class Upp::Ctrl & __thiscall
Upp::Ctrl::BottomPos(int,int)" (?BottomPos@Ctrl@Upp@@@QAEAAV12@HH@Z)
non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: class Upp::Ctrl & __thiscall
Upp::Ctrl::BottomPos(int,int)" (?BottomPos@Ctrl@Upp@@@QAEAAV12@HH@Z)
non risolto
$blitz.obj : error LNK2019: riferimento al simbolo esterno "public: class Upp::Ctrl & __thiscall
Upp::Ctrl::RightPos(int,int)" (?RightPos@Ctrl@Upp@@@Q
AEAAV12@HH@Z) non risolto nella funzione "public: __thiscall Upp::SizeGrip::SizeGrip(void)"
(??0SizeGrip@Upp@@@QAE@XZ)
$blitz.obj : error LNK2001: simbolo esterno "public: class Upp::Ctrl & __thiscall
Upp::Ctrl::RightPos(int,int)" (?RightPos@Ctrl@Upp@@@QAEAAV12@HH@Z) n
on risolto
$blitz.obj : error LNK2001: simbolo esterno "public: class Upp::Ctrl & __thiscall
Upp::Ctrl::RightPos(int,int)" (?RightPos@Ctrl@Upp@@@QAEAAV12@HH@Z) n
on risolto
$blitz.obj : error LNK2019: riferimento al simbolo esterno "void __cdecl
Upp::GuiPlatformGripResize(class Upp::TopWindow *)" (?GuiPlatformGripResize@
Upp@@@YAXPAVTopWindow@1@@@Z) non risolto nella funzione "public: virtual void __thiscall
Upp::SizeGrip::LeftDown(struct Upp::Point_<int>,unsigned long)
" (?LeftDown@SizeGrip@Upp@@@UAE?AVImage@2@U?$Point_@H@2@K@Z)
$blitz.obj : error LNK2019: riferimento al simbolo esterno "public: void __thiscall
Upp::Ctrl::ScrollView(struct Upp::Rect_<int> const &,int,int)" (?
ScrollView@Ctrl@Upp@@@QAE?AVRect_@H@2@HH@Z) non risolto nella funzione
"public: void __thiscall Upp::Scroller::Scroll(class Upp::Ctrl &,struct Upp:
:Rect_<int> const &,struct Upp::Point_<int>,struct Upp::Size_<int>)"
(?Scroll@Scroller@Upp@@@QAE?AVRect_@H@2@U?$Point_@H@2@U?$Si
ze_@H@2@@@
Z)
$blitz.obj : error LNK2001: simbolo esterno "public: void __thiscall Upp::Ctrl::ScrollView(struct
Upp::Rect_<int> const &,int,int)" (?ScrollView@Ctrl
@Upp@@@QAE?AVRect_@H@2@HH@Z) non risolto
$blitz.obj : error LNK2019: riferimento al simbolo esterno "public: __thiscall
Upp::ImageDraw::ImageDraw(int,int)" (??0ImageDraw@Upp@@@QAE@HH@Z) non r
isolto nella funzione "public: virtual void __thiscall Upp::HeaderCtrl::LeftDrag(struct
Upp::Point_<int>,unsigned long)" (?LeftDrag@HeaderCtrl@Upp@@@U
AE?AVRect_@H@2@K@Z)

```

\$blitz.obj : error LNK2019: riferimento al simbolo esterno "void __cdecl Upp::LayoutFrameTop(struct Upp::Rect_<int> &,class Upp::Ctrl *,int)" (?LayoutFrameTop@Upp@@YAXAAU?\$Rect_@H@1@PAVCtrl@1@H@Z) non risolto nella funzione "public: virtual void __thiscall Upp::HeaderCtrl::FrameLayout(struct Upp::Rect_<int> &)" (?FrameLayout@HeaderCtrl@Upp@@UAEXAAU?\$Rect_@H@2@@Z)

\$blitz.obj : error LNK2019: riferimento al simbolo esterno "public: class Upp::Ctrl & __thiscall Upp::Ctrl::BackPaintHint(void)" (?BackPaintHint@Ctrl@Upp@@QAEAAV12@XZ) non risolto nella funzione "public: __thiscall Upp::HeaderCtrl::HeaderCtrl(void)" (?0HeaderCtrl@Upp@@QAE@XZ)

\$blitz.obj : error LNK2019: riferimento al simbolo esterno "public: void __thiscall Upp::Ctrl::AddChild(class Upp::Ctrl *,class Upp::Ctrl *)" (?AddChild@Ctrl@Upp@@QAEPAV12@0@Z) non risolto nella funzione "private: class Upp::Ctrl & __thiscall Upp::ArrayCtrl::SetCtrl(int,int,class Upp::Ctrl *,bool,bool)" (?SetCtrl@ArrayCtrl@Upp@@AAEAAVCtrl@2@HHPAV32@_N1@Z)

\$blitz.obj : error LNK2019: riferimento al simbolo esterno "public: class Upp::Ctrl & __thiscall Upp::Ctrl::VCenterPos(int,int)" (?VCenterPos@Ctrl@Upp@@QAEAAV12@HH@Z) non risolto nella funzione "private: class Upp::Ctrl & __thiscall Upp::ArrayCtrl::SetCtrl(int,int,class Upp::Ctrl *,bool,bool)" (?SetCtrl@ArrayCtrl@Upp@@AAEAAVCtrl@2@HHPAV32@_N1@Z)

\$blitz.obj : error LNK2019: riferimento al simbolo esterno "public: class Upp::Ctrl & __thiscall Upp::Ctrl::HSizePos(int,int)" (?HSizePos@Ctrl@Upp@@QAEAAV12@HH@Z) non risolto nella funzione "private: class Upp::Ctrl & __thiscall Upp::ArrayCtrl::SetCtrl(int,int,class Upp::Ctrl *,bool,bool)" (?SetCtrl@ArrayCtrl@Upp@@AAEAAVCtrl@2@HHPAV32@_N1@Z)

\$blitz.obj : error LNK2001: simbolo esterno "public: class Upp::Ctrl & __thiscall Upp::Ctrl::HSizePos(int,int)" (?HSizePos@Ctrl@Upp@@QAEAAV12@HH@Z) non risolto

\$blitz.obj : error LNK2001: simbolo esterno "public: class Upp::Ctrl & __thiscall Upp::Ctrl::HSizePos(int,int)" (?HSizePos@Ctrl@Upp@@QAEAAV12@HH@Z) non risolto

\$blitz.obj : error LNK2001: simbolo esterno "public: class Upp::Ctrl & __thiscall Upp::Ctrl::HSizePos(int,int)" (?HSizePos@Ctrl@Upp@@QAEAAV12@HH@Z) non risolto

\$blitz.obj : error LNK2019: riferimento al simbolo esterno "public: bool __thiscall Upp::Ctrl::HasChildDeep(class Upp::Ctrl *)const" (?HasChildDeep@Ctrl@Upp@@QBE_NPAV12@@Z) non risolto nella funzione "private: struct Upp::Point_<int> __thiscall Upp::ArrayCtrl::FindCellCtrl(class Upp::Ctrl *)" (?FindCellCtrl@ArrayCtrl@Upp@@AAE?AU?\$Point_@H@2@PAVCtrl@2@@Z)

\$blitz.obj : error LNK2001: simbolo esterno "public: bool __thiscall Upp::Ctrl::HasChildDeep(class Upp::Ctrl *)const" (?HasChildDeep@Ctrl@Upp@@QBE_NPAV12@@Z) non risolto

\$blitz.obj : error LNK2019: riferimento al simbolo esterno "public: struct Upp::Point_<int> __thiscall Upp::Ctrl::GetMouseViewPos(void)const" (?GetMouseViewPos@Ctrl@Upp@@QBE?AU?\$Point_@H@2@XZ) non risolto nella funzione "private: void __thiscall Upp::ArrayCtrl::SyncInfo(void)" (?SyncInfo@ArrayCtrl@Upp@@AAEXXZ)

\$blitz.obj : error LNK2001: simbolo esterno "public: struct Upp::Point_<int> __thiscall Upp::Ctrl::GetMouseViewPos(void)const" (?GetMouseViewPos@Ctrl@Upp@@QBE?AU?\$Point_@H@2@XZ) non risolto nella funzione "private: void __thiscall Upp::ArrayCtrl::SyncInfo(void)" (?SyncInfo@ArrayCtrl@Upp@@AAEXXZ)

l@Upp@@QBE?AU?\$Point_@H@2@XZ) non risolto

\$blitz.obj : error LNK2019: riferimento al simbolo esterno "public: static bool __cdecl Upp::Ctrl::IterateFocusForward(class Upp::Ctrl *,class Upp::Ctrl *,bool,bool,bool)" (?IterateFocusForward@Ctrl@Upp@@@SA_NPAV12@0_N11@Z) non risolto nella funzione "public: bool __thiscall Upp::ArrayCtrl::StartEdit(int)" (?StartEdit@ArrayCtrl@Upp@@@QAE_NH@Z)

\$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall Upp::NullFrameClass::FrameLayout(struct Upp::Rect_<int> &)" (?FrameLayout@NullFrameClass@Upp@@@UAEEXAAU?\$Rect_@H@2@@@Z) non risolto

\$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall Upp::NullFrameClass::FrameAddSize(struct Upp::Size_<int> &)" (?FrameAddSize@NullFrameClass@Upp@@@UAEEXAAU?\$Size_@H@2@@@Z) non risolto

\$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall Upp::NullFrameClass::FramePaint(class Upp::Draw &,struct Upp::Rect_<int> const &)" (?FramePaint@NullFrameClass@Upp@@@UAEEXAAVDraw@2@ABU?\$Rect_@H@2@@@Z) non risolto

\$blitz.obj : error LNK2019: riferimento al simbolo esterno "public: struct Upp::Rect_<int> __thiscall Upp::Ctrl::GetScreenRect(void)const" (?GetScreenRect@Ctrl@Upp@@@QBE?AU?\$Rect_@H@2@XZ) non risolto nella funzione "public: virtual void __thiscall Upp::MultiButton::LeftDown(struct Upp::Point_<int>,unsigned long)" (?LeftDown@MultiButton@Upp@@@UAEEXU?\$Point_@H@2@K@Z)

\$blitz.obj : error LNK2001: simbolo esterno "public: struct Upp::Rect_<int> __thiscall Upp::Ctrl::GetScreenRect(void)const" (?GetScreenRect@Ctrl@Upp@@@QBE?AU?\$Rect_@H@2@XZ) non risolto

\$blitz.obj : error LNK2019: riferimento al simbolo esterno "public: void __thiscall Upp::Ctrl::SetFrameRect(struct Upp::Rect_<int> const &)" (?SetFrameRect@Ctrl@Upp@@@QAEEXABU?\$Rect_@H@2@@@Z) non risolto nella funzione "public: virtual void __thiscall Upp::MultiButtonFrame::FrameLayout(struct Upp::Rect_<int> &)" (?FrameLayout@MultiButtonFrame@Upp@@@UAEEXAAU?\$Rect_@H@2@@@Z)

\$blitz.obj : error LNK2019: riferimento al simbolo esterno "public: static void __cdecl Upp::Ctrl::IgnoreMouseClicked(void)" (?IgnoreMouseClicked@Ctrl@Upp@@@SAXXZ) non risolto nella funzione "protected: void __thiscall Upp::PopUpTable::PopupDeactivate(void)" (?PopupDeactivate@PopUpTable@Upp@@@IAEXXZ)

\$blitz.obj : error LNK2019: riferimento al simbolo esterno "public: static bool __cdecl Upp::Ctrl::ProcessEvents(bool *)" (?ProcessEvents@Ctrl@Upp@@@SA_NPA_N@Z) non risolto nella funzione "public: void __thiscall Upp::PopUpTable::PopUp(class Upp::Ctrl *,int,int,int,int)" (?PopUp@PopUpTable@Upp@@@QAE_XPAVCtrl@2@HHHH@Z)

\$blitz.obj : error LNK2019: riferimento al simbolo esterno "int __cdecl Upp::GUI_DropShadows(void)" (?GUI_DropShadows@Upp@@@YAHXZ) non risolto nella funzione "public: void __thiscall Upp::PopUpTable::PopUp(class Upp::Ctrl *,int,int,int,int)" (?PopUp@PopUpTable@Upp@@@QAE_XPAVCtrl@2@HHHH@Z)

\$blitz.obj : error LNK2001: simbolo esterno "int __cdecl Upp::GUI_DropShadows(void)" (?GUI_DropShadows@Upp@@@YAHXZ) non risolto

\$blitz.obj : error LNK2019: riferimento al simbolo esterno "int __cdecl Upp::GUI_PopUpEffect(void)" (?GUI_PopUpEffect@Upp@@@YAHXZ) non risolto nella funzione "public: void __thiscall Upp::PopUpTable::PopUp(class Upp::Ctrl *,int,int,int,int)"

(?PopUp@PopUpTable@Upp@@@QAEXPAVCtrl@2@HHHH@Z)

\$blitz.obj : error LNK2019: riferimento al simbolo esterno "public: class Upp::Ctrl & __thiscall Upp::Ctrl::TopPos(int,int)" (?TopPos@Ctrl@Upp@@@QAEAAV12@HH@Z) non risolto nella funzione "public: void __thiscall Upp::PopUpTable::PopUp(class Upp::Ctrl *,int,int,int,int)" (?PopUp@PopUpTable@Upp@@@QAEXPAVCtrl@2@HHHH@Z)

\$blitz.obj : error LNK2001: simbolo esterno "public: class Upp::Ctrl & __thiscall Upp::Ctrl::TopPos(int,int)" (?TopPos@Ctrl@Upp@@@QAEAAV12@HH@Z) non risolto

\$blitz.obj : error LNK2019: riferimento al simbolo esterno "public: static struct Upp::Rect_<int> __cdecl Upp::Ctrl::GetWorkArea(struct Upp::Point_<int>)" (?GetWorkArea@Ctrl@Upp@@@SA?AU?\$Rect_@H@2@U?\$Point_@H@2@@@Z) non risolto nella funzione "public: void __thiscall Upp::PopUpTable::PopUp(class Upp::Ctrl *,int,int,int,int)" (?PopUp@PopUpTable@Upp@@@QAEXPAVCtrl@2@HHHH@Z)

\$blitz.obj : error LNK2019: riferimento al simbolo esterno "public: unsigned long __thiscall Upp::Ctrl::GetAccessKeysDeep(void)const " (?GetAccessKeysDeep@Ctrl@Upp@@@QBEXXZ) non risolto nella funzione "public: virtual void __thiscall Upp::Label::AssignAccessKeys(unsigned long)" (?AssignAccessKeys@Label@Upp@@@UAEXK@Z)

\$blitz.obj : error LNK2019: riferimento al simbolo esterno "public: int __thiscall Upp::Ctrl::GetChildCount(void)const " (?GetChildCount@Ctrl@Upp@@@QBEXXZ) non risolto nella funzione "public: virtual void __thiscall Upp::Splitter::Layout(void)" (?Layout@Splitter@Upp@@@UAEXXZ)

\$blitz.obj : error LNK2019: riferimento al simbolo esterno "public: static class Upp::Image __cdecl Upp::Image::SizeHorz(void)" (?SizeHorz@Image@Upp@@@SA?AV12@XZ) non risolto nella funzione "public: virtual class Upp::Image __thiscall Upp::Splitter::CursorImage(struct Upp::Point_<int>,unsigned long)" (?CursorImage@Splitter@Upp@@@UAE?AVImage@2@U?\$Point_@H@2@K@Z)

\$blitz.obj : error LNK2019: riferimento al simbolo esterno "public: static class Upp::Image __cdecl Upp::Image::SizeVert(void)" (?SizeVert@Image@Upp@@@SA?AV12@XZ) non risolto nella funzione "public: virtual class Upp::Image __thiscall Upp::Splitter::CursorImage(struct Upp::Point_<int>,unsigned long)" (?CursorImage@Splitter@Upp@@@UAE?AVImage@2@U?\$Point_@H@2@K@Z)

\$blitz.obj : error LNK2019: riferimento al simbolo esterno "public: void __thiscall Upp::Ctrl::AddChildBefore(class Upp::Ctrl *,class Upp::Ctrl *)" (?AddChildBefore@Ctrl@Upp@@@QAEXPAV12@0@Z) non risolto nella funzione "public: void __thiscall Upp::Splitter::Insert(int,class Upp::Ctrl &)" (?Insert@Splitter@Upp@@@QAEXHAAVCtrl@2@@@Z)

\$blitz.obj : error LNK2001: simbolo esterno "public: void __thiscall Upp::Ctrl::AddChildBefore(class Upp::Ctrl *,class Upp::Ctrl *)" (?AddChildBefore@Ctrl@Upp@@@QAEXPAV12@0@Z) non risolto

\$blitz.obj : error LNK2019: riferimento al simbolo esterno "public: class Upp::Ctrl * __thiscall Upp::Ctrl::GetIndexChild(int)const " (?GetIndexChild@Ctrl@Upp@@@QBEPV12@H@Z) non risolto nella funzione "public: void __thiscall Upp::Splitter::Insert(int,class Upp::Ctrl &)" (?Insert@Splitter@Upp@@@QAEHAAVCtrl@2@@@Z)

\$blitz.obj : error LNK2019: riferimento al simbolo esterno "public: class Upp::Ctrl & __thiscall Upp::Ctrl::VSizePos(int,int)" (?VSizePos@Ctrl@Upp@@@Q

AEAAV12@HH@Z) non risolto nella funzione "public: __thiscall Upp::Splitter::Splitter(void)"
 (??0Splitter@Upp@@@QAE@XZ)

\$blitz.obj : error LNK2001: simbolo esterno "public: class Upp::Ctrl & __thiscall
 Upp::Ctrl::VSizePos(int,int)" (?VSizePos@Ctrl@Upp@@@QAEAAV12@HH@Z) n
 on risolto

\$blitz.obj : error LNK2001: simbolo esterno "public: class Upp::Ctrl & __thiscall
 Upp::Ctrl::VSizePos(int,int)" (?VSizePos@Ctrl@Upp@@@QAEAAV12@HH@Z) n
 on risolto

\$blitz.obj : error LNK2001: simbolo esterno "public: class Upp::Ctrl & __thiscall
 Upp::Ctrl::VSizePos(int,int)" (?VSizePos@Ctrl@Upp@@@QAEAAV12@HH@Z) n
 on risolto

\$blitz.obj : error LNK2019: riferimento al simbolo esterno "public: void __thiscall
 Upp::Modality::End(void)" (?End@Modality@Upp@@@QAEXXZ) non risolto
 nella funzione "public: __thiscall Upp::Modality::~~Modality(void)"
 (??1Modality@Upp@@@QAE@XZ)

\$blitz.obj : error LNK2019: riferimento al simbolo esterno "public: void __thiscall
 Upp::Modality::Begin(class Upp::Ctrl *,bool)" (?Begin@Modality@Up
 p@@@QAEPAVCtrl@2@_N@Z) non risolto nella funzione "public: void __thiscall
 Upp::Progress::Create(void)" (?Create@Progress@Upp@@@QAEXXZ)

\$blitz.obj : error LNK2019: riferimento al simbolo esterno "public: void __thiscall
 Upp::TopWindow::Open(void)" (?Open@TopWindow@Upp@@@QAEXXZ) non ris
 olto nella funzione "public: void __thiscall Upp::Progress::Create(void)"
 (?Create@Progress@Upp@@@QAEXXZ)

\$blitz.obj : error LNK2001: simbolo esterno "public: void __thiscall Upp::TopWindow::Open(void)"
 (?Open@TopWindow@Upp@@@QAEXXZ) non risolto

\$blitz.obj : error LNK2019: riferimento al simbolo esterno "public: void __thiscall
 Upp::TopWindow::Open(class Upp::Ctrl *)" (?Open@TopWindow@Upp@@@QA
 EXPVCtrl@2@@@Z) non risolto nella funzione "public: void __thiscall
 Upp::Progress::Create(void)" (?Create@Progress@Upp@@@QAEXXZ)

\$blitz.obj : error LNK2001: simbolo esterno "private: static bool Upp::Ctrl::painting"
 (?painting@Ctrl@Upp@@@0_NA) non risolto

\$blitz.obj : error LNK2019: riferimento al simbolo esterno "public: static void __cdecl
 Upp::Ctrl::GuiSleep(int)" (?GuiSleep@Ctrl@Upp@@@SAXH@Z) non ri
 solto nella funzione "protected: void __thiscall Upp::Progress::Process(void)"
 (?Process@Progress@Upp@@@IAEXXZ)

\$blitz.obj : error LNK2019: riferimento al simbolo esterno "class Upp::String __cdecl
 Upp::GetKeyDesc(unsigned long)" (?GetKeyDesc@Upp@@@YA?AVString@1
 @K@Z) non risolto nella funzione "public: virtual bool __thiscall Upp::KeysDlg::Key(unsigned
 long,int)" (?Key@KeysDlg@Upp@@@UAE_NKH@Z)

\$blitz.obj : error LNK2019: riferimento al simbolo esterno "void __cdecl
 Upp::AppendClipboard(char const *,class Upp::String const &)" (?AppendClipbo
 ard@Upp@@@YAXPBDABVString@1@@@Z) non risolto nella funzione "void __cdecl
 Upp::WriteClipboard(char const *,class Upp::String const &)" (?WriteClipboard
 @Upp@@@YAXPBDABVString@1@@@Z)

\$blitz.obj : error LNK2001: simbolo esterno "void __cdecl Upp::AppendClipboard(char const
 *,class Upp::String const &)" (?AppendClipboard@Upp@@@YAXPBD
 ABVString@1@@@Z) non risolto

\$blitz.obj : error LNK2019: riferimento al simbolo esterno "public: static class Upp::Image __cdecl

```

Upp::Image::Hand(void)" (?Hand@Image@Upp@@@SA?AV12
@XZ) non risolto nella funzione "public: virtual class Upp::Image __thiscall
Upp::RichTextView::CursorImage(struct Upp::Point_<int>,unsigned long)" (
?CursorImage@RichTextView@Upp@@@UAE?AVImage@2@U?$Point_@H@2@K@Z)
$blitz.obj : error LNK2019: riferimento al simbolo esterno "public: void __thiscall
Upp::Ctrl::SetTimeCallback(int,class Upp::Callback,int)" (?SetTim
eCallback@Ctrl@Upp@@@QAEXHVCallback@2@H@Z) non risolto nella funzione "public: virtual
void __thiscall Upp::RichTextView::Layout(void)" (?Layout@RichT
extView@Upp@@@UAEXXZ)
$blitz.obj : error LNK2019: riferimento al simbolo esterno "public: void __thiscall
Upp::Ctrl::KillTimeCallback(int)" (?KillTimeCallback@Ctrl@Upp@@@QA
EXH@Z) non risolto nella funzione "public: virtual void __thiscall
Upp::RichTextView::Layout(void)" (?Layout@RichTextView@Upp@@@UAEXXZ)
$blitz.obj : error LNK2019: riferimento al simbolo esterno "public: class Upp::TopWindow &
__thiscall Upp::TopWindow::TopMost(bool,bool)" (?TopMost@T
opWindow@Upp@@@QAEAAV12@_N0@Z) non risolto nella funzione "int __cdecl
Upp::Prompt(class Upp::Callback1<class Upp::String const &>,char const *,class
Upp::Image const &,char const *,bool,char const *,char const *,char const *,int,class
Upp::Image,class Upp::Image,class Upp::Image)" (?Prompt@Upp@@@YA
HV?$Callback1@ABVString@Upp@@@1@PBDABVImage@1@1_N111HV31@44@Z)
$blitz.obj : error LNK2019: riferimento al simbolo esterno "public: bool __thiscall
Upp::TopWindow::IsTopMost(void)const " (?IsTopMost@TopWindow@Upp@
@QBE_NXZ) non risolto nella funzione "int __cdecl Upp::Prompt(class Upp::Callback1<class
Upp::String const &>,char const *,class Upp::Image const &,c
har const *,bool,char const *,char const *,char const *,int,class Upp::Image,class
Upp::Image,class Upp::Image)" (?Prompt@Upp@@@YAHV?$Callback1@ABVStr
ing@Upp@@@1@PBDABVImage@1@1_N111HV31@44@Z)
$blitz.obj : error LNK2019: riferimento al simbolo esterno "public: static class Upp::Vector<class
Upp::Ctrl*> __cdecl Upp::Ctrl::GetTopWindows(void
)" (?GetTopWindows@Ctrl@Upp@@@SA?AV?$Vector@PAVCtrl@Upp@@@2@XZ) non risolto
nella funzione "int __cdecl Upp::Prompt(class Upp::Callback1<class Upp::St
ring const &>,char const *,class Upp::Image const &,char const *,bool,char const *,char const
*,char const *,int,class Upp::Image,class Upp::Image,cl
ass Upp::Image)"
(?Prompt@Upp@@@YAHV?$Callback1@ABVString@Upp@@@1@PBDABVImage@1@1_N111
HV31@44@Z)
$blitz.obj : error LNK2019: riferimento al simbolo esterno "int __cdecl Upp::SwapOKCancel(void)"
(?SwapOKCancel@Upp@@@YAHXZ) non risolto nella funzion
e "int __cdecl Upp::Prompt(class Upp::Callback1<class Upp::String const &>,char const *,class
Upp::Image const &,char const *,bool,char const *,char
const *,char const *,int,class Upp::Image,class Upp::Image,class Upp::Image)"
(?Prompt@Upp@@@YAHV?$Callback1@ABVString@Upp@@@1@PBDABVImage@1@1_N111
HV3
1@44@Z)
$blitz.obj : error LNK2019: riferimento al simbolo esterno "public: class Upp::Callback __thiscall
Upp::TopWindow::Breaker(int)" (?Breaker@TopWindow@
Upp@@@QAE?AVCallback@2@H@Z) non risolto nella funzione "int __cdecl Upp::Prompt(class
Upp::Callback1<class Upp::String const &>,char const *,class Upp

```

```

::Image const &,char const *,bool,char const *,char const *,char const *,int,class
Upp::Image,class Upp::Image,class Upp::Image)" (?Prompt@Upp@@@YAHV?
$Callback1@ABVString@Upp@@@1@PBDABVImage@1@1_N111HV31@44@Z)
$blitz.obj : error LNK2001: simbolo esterno "public: class Upp::Callback __thiscall
Upp::TopWindow::Breaker(int)" (?Breaker@TopWindow@Upp@@@QAE?AVCall
back@2@H@Z) non risolto
$blitz.obj : error LNK2019: riferimento al simbolo esterno "public: static int __cdecl
Upp::Ctrl::HorzLayoutZoom(int)" (?HorzLayoutZoom@Ctrl@Upp@@@SAH
H@Z) non risolto nella funzione "int __cdecl Upp::Prompt(class Upp::Callback1<class Upp::String
const &>,char const *,class Upp::Image const &,char c
onst *,bool,char const *,char const *,char const *,int,class Upp::Image,class Upp::Image,class
Upp::Image)" (?Prompt@Upp@@@YAHV?$Callback1@ABVString@U
pp@@@1@PBDABVImage@1@1_N111HV31@44@Z)
$blitz.obj : error LNK2001: simbolo esterno "public: static int __cdecl
Upp::Ctrl::HorzLayoutZoom(int)" (?HorzLayoutZoom@Ctrl@Upp@@@SAHH@Z) non risolto
0
$blitz.obj : error LNK2019: riferimento al simbolo esterno "public: static int __cdecl
Upp::Ctrl::VertLayoutZoom(int)" (?VertLayoutZoom@Ctrl@Upp@@@SAH
H@Z) non risolto nella funzione "int __cdecl Upp::Prompt(class Upp::Callback1<class Upp::String
const &>,char const *,class Upp::Image const &,ch
ar const *,bool,char const *,char const *,char const *,int,class Upp::Image,class Upp::Image,class
Upp::Image)" (?Prompt@Upp@@@YAHV?$Callback1@ABVStri
ng@Upp@@@1@PBDABVImage@1@1_N111HV31@44@Z)
$blitz.obj : error LNK2001: simbolo esterno "public: static int __cdecl
Upp::Ctrl::VertLayoutZoom(int)" (?VertLayoutZoom@Ctrl@Upp@@@SAHH@Z) non risolto
0
$blitz.obj : error LNK2019: riferimento al simbolo esterno "public: static class Upp::String __cdecl
Upp::Ctrl::GetAppName(void)" (?GetAppName@Ctrl@U
pp@@@SA?AVString@2@XZ) non risolto nella funzione "void __cdecl Upp::PromptOK(char const
*)" (?PromptOK@Upp@@@YAXPBD@Z)
$blitz.obj : error LNK2019: riferimento al simbolo esterno "public: class Upp::TopWindow &
__thiscall Upp::TopWindow::Title(class Upp::WString const
&)" (?Title@TopWindow@Upp@@@QAEAAV12@ABVWString@2@@@Z) non risolto nella
funzione "private: bool __thiscall Upp::HelpWindow::GoTo0(class Upp::String co
nst &)" (?GoTo0@HelpWindow@Upp@@@AAE_NABVString@2@@@Z)
$blitz.obj : error LNK2001: simbolo esterno "public: class Upp::TopWindow & __thiscall
Upp::TopWindow::Title(class Upp::WString const &)" (?Title@Top
Window@Upp@@@QAEAAV12@ABVWString@2@@@Z) non risolto
$blitz.obj : error LNK2019: riferimento al simbolo esterno "public: void __thiscall
Upp::TopWindow::SerializePlacement(class Upp::Stream &,bool)" (?S
erializePlacement@TopWindow@Upp@@@QAEXAAVStream@2@_N@Z) non risolto nella
funzione "public: virtual void __thiscall Upp::HelpWindow::Serialize(class U
pp::Stream &)" (?Serialize@HelpWindow@Upp@@@UAEXAAVStream@2@@@Z)
$blitz.obj : error LNK2019: riferimento al simbolo esterno "public: class Upp::TopWindow &
__thiscall Upp::TopWindow::Icon(class Upp::Image const &)"
(?Icon@TopWindow@Upp@@@QAEAAV12@ABVImage@2@@@Z) non risolto nella funzione
"public: __thiscall Upp::HelpWindow::HelpWindow(void)" (??0HelpWindow@Upp@@@
QAE@XZ)

```

\$blitz.obj : error LNK2001: simbolo esterno "public: class Upp::TopWindow & __thiscall Upp::TopWindow::Icon(class Upp::Image const &)" (?Icon@TopWindow@Upp@@@QAEAAV12@ABVImage@2@@@Z) non risolto

\$blitz.obj : error LNK2019: riferimento al simbolo esterno "public: struct Upp::Rect_<int> __thiscall Upp::Ctrl::GetWorkArea(void)const " (?GetWorkArea@Ctrl@Upp@@@QBE?AU?\$Rect_@H@2@XZ) non risolto nella funzione "public: __thiscall Upp::HelpWindow::HelpWindow(void)" (?0HelpWindow@Upp@@@QAE@XZ)

\$blitz.obj : error LNK2001: simbolo esterno "public: struct Upp::Rect_<int> __thiscall Upp::Ctrl::GetWorkArea(void)const " (?GetWorkArea@Ctrl@Upp@@@QBE?AU?\$Rect_@H@2@XZ) non risolto

\$blitz.obj : error LNK2001: simbolo esterno "public: struct Upp::Rect_<int> __thiscall Upp::Ctrl::GetWorkArea(void)const " (?GetWorkArea@Ctrl@Upp@@@QBE?AU?\$Rect_@H@2@XZ) non risolto

\$blitz.obj : error LNK2019: riferimento al simbolo esterno "public: class Upp::Ctrl & __thiscall Upp::Ctrl::HCenterPos(int,int)" (?HCenterPos@Ctrl@Upp@@@QAEAAV12@HH@Z) non risolto nella funzione "private: virtual void __thiscall Upp::Calendar::State(int)" (?State@Calendar@Upp@@@EAEXH@Z)

\$blitz.obj : error LNK2019: riferimento al simbolo esterno "public: static class Upp::Ctrl * __cdecl Upp::Ctrl::GetVisibleChild(class Upp::Ctrl *,struct Upp::Point_<int>,bool)" (?GetVisibleChild@Ctrl@Upp@@@SAPAV12@PAV12@U?\$Point_@H@2@_N@Z) non risolto nella funzione "public: virtual void __thiscall Upp::BarPane::MouseMove(struct Upp::Point_<int>,unsigned long)" (?MouseMove@BarPane@Upp@@@UAEXU?\$Point_@H@2@K@Z)

\$blitz.obj : error LNK2019: riferimento al simbolo esterno "public: bool __thiscall Upp::Ctrl::Logc::IsEmpty(void)const " (?IsEmpty@Logc@Ctrl@Upp@@@QBE?AU?\$Rect_@H@2@XZ) non risolto nella funzione "protected: virtual void __thiscall Upp::BarCtrl::AddCtrl(class Upp::Ctrl *,struct Upp::Size_<int>)" (?AddCtrl@BarCtrl@Upp@@@MAEXPAVCtrl@2@U?\$Size_@H@2@@@Z)

\$blitz.obj : error LNK2019: riferimento al simbolo esterno "public: class Upp::String __thiscall Upp::Ctrl::GetHelpLine(void)const " (?GetHelpLine@Ctrl@Upp@@@QBE?AVString@2@XZ) non risolto nella funzione "public: static void __cdecl Upp::BarCtrl::SendHelpLine(class Upp::Ctrl *)" (?SendHelpLine@BarCtrl@Upp@@@SAXPAVCtrl@2@@@Z)

\$blitz.obj : error LNK2019: riferimento al simbolo esterno "void __cdecl Upp::LayoutFrameLeft(struct Upp::Rect_<int> &,class Upp::Ctrl *,int)" (?LayoutFrameLeft@Upp@@@YAXAAU?\$Rect_@H@1@PAVCtrl@1@H@Z) non risolto nella funzione "public: virtual void __thiscall Upp::BarCtrl::FrameLayout(struct Upp::Rect_<int> &)" (?FrameLayout@BarCtrl@Upp@@@UAEXAAU?\$Rect_@H@2@@@Z)

\$blitz.obj : error LNK2019: riferimento al simbolo esterno "public: class Upp::Ctrl & __thiscall Upp::Ctrl::HelpLine(char const *)" (?HelpLine@Ctrl@Upp@@@QAEAAV12@PBD@Z) non risolto nella funzione "public: virtual struct Upp::Bar::Item & __thiscall Upp::MenuItemBase::Help(char const *)" (?Help@MenuItemBase@Upp@@@UAEEAUItem@Bar@2@PBD@Z)

\$blitz.obj : error LNK2019: riferimento al simbolo esterno "public: class Upp::Ctrl & __thiscall Upp::Ctrl::Description(char const *)" (?Description@Ctrl@Upp@@@QAEAAV12@PBD@Z) non risolto nella funzione "public: virtual struct Upp::Bar::Item & __thiscall Upp::MenuItemBase::Description(char const *)" (?Description@MenuItemBase@Upp@@@UAEEAUItem@Bar@2@PBD@Z)

" (?Description@MenuItemBase@Upp@@UAEAAUItem@Bar@2@PBD@Z)
 \$blitz.obj : error LNK2019: riferimento al simbolo esterno "public: class Upp::Ctrl & __thiscall Upp::Ctrl::HelpTopic(char const *)" (?HelpTopic@Ctrl @Upp@@QAEAAV12@PBD@Z) non risolto nella funzione "public: virtual struct Upp::Bar::Item & __thiscall Upp::MenuItemBase::Topic(char const *)" (?Topic@MenuItemBase@Upp@@UAEAAUItem@Bar@2@PBD@Z)
 \$blitz.obj : error LNK2019: riferimento al simbolo esterno "bool __cdecl Upp::GetMouseRight(void)" (?GetMouseRight@Upp@@YA_NXZ) non risolto nella funzione "protected: virtual int __thiscall Upp::MenuItem::GetVisualState(void)" (?GetVisualState@MenuItem@Upp@@MAEHXZ)
 \$blitz.obj : error LNK2019: riferimento al simbolo esterno "bool __cdecl Upp::GetMouseLeft(void)" (?GetMouseLeft@Upp@@YA_NXZ) non risolto nella funzione "protected: virtual int __thiscall Upp::MenuItem::GetVisualState(void)" (?GetVisualState@MenuItem@Upp@@MAEHXZ)
 \$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall Upp::BorderFrame::FrameLayout(struct Upp::Rect_<int> &)" (?FrameLayout@BorderFrame@Upp@@UAEEXAAU?\$Rect_@H@2@@@Z) non risolto
 \$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall Upp::BorderFrame::FrameAddSize(struct Upp::Size_<int> &)" (?FrameAddSize@BorderFrame@Upp@@UAEEXAAU?\$Size_@H@2@@@Z) non risolto
 \$blitz.obj : error LNK2001: simbolo esterno "public: virtual void __thiscall Upp::BorderFrame::FramePaint(class Upp::Draw &,struct Upp::Rect_<int> const &)" (?FramePaint@BorderFrame@Upp@@UAEEXAAVDraw@2@ABU?\$Rect_@H@2@@@Z) non risolto
 \$blitz.obj : error LNK2019: riferimento al simbolo esterno "class Upp::CtrlFrame & __cdecl Upp::OutsetFrame(void)" (?OutsetFrame@Upp@@YAAAVCtrlFrame@1@XZ) non risolto nella funzione "class Upp::CtrlFrame & __cdecl Upp::MenuFrame(void)" (?MenuFrame@Upp@@YAAAVCtrlFrame@1@XZ)
 \$blitz.obj : error LNK2019: riferimento al simbolo esterno "public: class Upp::Ctrl * __thiscall Upp::Ctrl::GetOwner(void)" (?GetOwner@Ctrl@Upp@@QAEPAV12@XZ) non risolto nella funzione "private: void __thiscall Upp::MenuBar::PostDeactivate(void)" (?PostDeactivate@MenuBar@Upp@@AAEXXZ)
 \$blitz.obj : error LNK2019: riferimento al simbolo esterno "public: bool __thiscall Upp::Ctrl::ExistsTimeCallback(int)const " (?ExistsTimeCallback@Ctrl@Upp@@QBE_NH@Z) non risolto nella funzione "public: virtual void __thiscall Upp::MenuBar::ChildGotFocus(void)" (?ChildGotFocus@MenuBar@Upp@@UAEEXXZ)
 \$blitz.obj : error LNK2019: riferimento al simbolo esterno "public: static bool __cdecl Upp::Ctrl::IterateFocusBackward(class Upp::Ctrl *,class Upp::Ctrl *,bool,bool)" (?IterateFocusBackward@Ctrl@Upp@@SA_NPAV12@0_N1@Z) non risolto nella funzione "public: virtual bool __thiscall Upp::MenuBar::Key(unsigned long,int)" (?Key@MenuBar@Upp@@UAE_NKH@Z)
 \$blitz.obj : error LNK2019: riferimento al simbolo esterno "public: static class Upp::Ctrl * __cdecl Upp::Ctrl::GetMouseCtrl(void)" (?GetMouseCtrl@Ctrl@Upp@@SAPAV12@XZ) non risolto nella funzione "public: virtual bool __thiscall Upp::MenuBar::Key(unsigned long,int)" (?Key@MenuBar@Upp@@UAE_NKH@Z)
 \$blitz.obj : error LNK2019: riferimento al simbolo esterno "public: bool __thiscall Upp::Ctrl::HasMouseDeep(void)const " (?HasMouseDeep@Ctrl@Upp@@QBE

__NXZ) non risolto nella funzione "public: virtual bool __thiscall Upp::MenuBar::Key(unsigned long,int)" (?Key@MenuBar@Upp@@@UAE_NKH@Z)
 \$blitz.obj : error LNK2019: riferimento al simbolo esterno "public: bool __thiscall Upp::Ctrl::IsForeground(void)const " (?IsForeground@Ctrl@Upp@@@QBE __NXZ) non risolto nella funzione "public: virtual bool __thiscall Upp::MenuBar::HotKey(unsigned long)" (?HotKey@MenuBar@Upp@@@UAE_NK@Z)
 \$blitz.obj : error LNK2019: riferimento al simbolo esterno "public: class Upp::TopWindow * __thiscall Upp::Ctrl::GetTopWindow(void)" (?GetTopWindow@Ctrl@Upp@@@QAEPAVTopWindow@2@XZ) non risolto nella funzione "public: virtual bool __thiscall Upp::MenuBar::HotKey(unsigned long)" (?HotKey@MenuBar@Upp@@@UAE_NK@Z)
 \$blitz.obj : error LNK2001: simbolo esterno "public: class Upp::TopWindow * __thiscall Upp::Ctrl::GetTopWindow(void)" (?GetTopWindow@Ctrl@Upp@@@QAEPAVTopWindow@2@XZ) non risolto
 \$blitz.obj : error LNK2019: riferimento al simbolo esterno "public: void __thiscall Upp::Ctrl::DistributeAccessKeys(void)" (?DistributeAccessKeys@Ctrl@Upp@@@QAEXXZ) non risolto nella funzione "public: void __thiscall Upp::MenuBar::Set(class Upp::Callback1<class Upp::Bar &>)" (?Set@MenuBar@Upp@@@QAEXV?\$Callback1@AAVBar@Upp@@@2@@@Z)
 \$blitz.obj : error LNK2019: riferimento al simbolo esterno "void __cdecl Upp::GuiPlatformAfterMenuPopUp(void)" (?GuiPlatformAfterMenuPopUp@Upp@@@YAXXZ) non risolto nella funzione "private: void __thiscall Upp::MenuBar::PopUp(class Upp::Ctrl *,struct Upp::Point_<int>,struct Upp::Size_<int>)" (?PopUp@MenuBar@Upp@@@AAEXPVCtrl@2@U?\$Point_@H@2@U?\$Size_@H@2@@@Z)
 \$blitz.obj : error LNK2019: riferimento al simbolo esterno "public: static void __cdecl Upp::Ctrl::EventLoop(class Upp::Ctrl *)" (?EventLoop@Ctrl@Upp@@@SAXPAV12@@@Z) non risolto nella funzione "public: void __thiscall Upp::MenuBar::Execute(class Upp::Ctrl *,struct Upp::Point_<int>)" (?Execute@MenuBar@Upp@@@QAEXPVCtrl@2@U?\$Point_@H@2@@@Z)
 \$blitz.obj : error LNK2019: riferimento al simbolo esterno "void __cdecl Upp::SetTimeCallback(int,class Upp::Callback,void *)" (?SetTimeCallback@Upp@@@YAXHVCallback@1@PAX@Z) non risolto nella funzione "void __cdecl Upp::ShowToolTip(void)" (?ShowToolTip@Upp@@@YAXXZ)
 \$blitz.obj : error LNK2019: riferimento al simbolo esterno "void __cdecl Upp::KillTimeCallback(void *)" (?KillTimeCallback@Upp@@@YAXPAX@Z) non risolto nella funzione "void __cdecl Upp::ShowToolTip(void)" (?ShowToolTip@Upp@@@YAXXZ)
 \$blitz.obj : error LNK2019: riferimento al simbolo esterno "int __cdecl Upp::GUI_ToolTipDelay(void)" (?GUI_ToolTipDelay@Upp@@@YAHXZ) non risolto nella funzione "void __cdecl Upp::SyncToolTip(class Upp::Ctrl *)" (?SyncToolTip@Upp@@@YAXPAVCtrl@1@@@Z)
 \$blitz.obj : error LNK2019: riferimento al simbolo esterno "public: class Upp::String __thiscall Upp::Ctrl::GetDescription(void)const " (?GetDescription@Ctrl@Upp@@@QBE?AVString@2@XZ) non risolto nella funzione "void __cdecl Upp::PerformDescription(void)" (?PerformDescription@Upp@@@YAXXZ)
 \$blitz.obj : error LNK2019: riferimento al simbolo esterno "bool __cdecl Upp::PointLoop(class Upp::Ctrl &,class Upp::Vector<class Upp::Image> const &,int)" (?PointLoop@Upp@@@YA_NAAVCtrl@1@ABV?\$Vector@VImage@Upp@@@1@H@Z) non risolto nella funzione "void __cdecl Upp::PerformDescription(void)" (?Perfo

```

rmDescription@Upp@@YAXXZ)
$blitz.obj : error LNK2019: riferimento al simbolo esterno "public: static class Upp::Ctrl * __cdecl
Upp::Ctrl::GetActiveWindow(void)" (?GetActiveWin
dow@Ctrl@Upp@@SAPAV12@XZ) non risolto nella funzione "void __cdecl
Upp::PerformDescription(void)" (?PerformDescription@Upp@@YAXXZ)
$blitz.obj : error LNK2019: riferimento al simbolo esterno "class Upp::CtrlFrame & __cdecl
Upp::ThinInsetFrame(void)" (?ThinInsetFrame@Upp@@YAAAVCtrl
Frame@1@XZ) non risolto nella funzione "public: __thiscall Upp::InfoCtrl::InfoCtrl(void)"
(??0InfoCtrl@Upp@@@QAE@XZ)
$blitz.obj : error LNK2019: riferimento al simbolo esterno "public: class Upp::Ctrl & __thiscall
Upp::Ctrl::BottomPosZ(int,int)" (?BottomPosZ@Ctrl@Up
p@@@QAEAAV12@HH@Z) non risolto nella funzione "private: void __thiscall
Upp::TabDlg::PlaceButton(class Upp::Button &,int &)" (?PlaceButton@TabDlg@Upp@
@AAEXAAVButton@2@AAH@Z)
$blitz.obj : error LNK2001: simbolo esterno "public: class Upp::Ctrl & __thiscall
Upp::Ctrl::BottomPosZ(int,int)" (?BottomPosZ@Ctrl@Upp@@@QAEAAV12@HH@
Z) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: class Upp::Ctrl & __thiscall
Upp::Ctrl::BottomPosZ(int,int)" (?BottomPosZ@Ctrl@Upp@@@QAEAAV12@HH@
Z) non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: class Upp::Ctrl & __thiscall
Upp::Ctrl::BottomPosZ(int,int)" (?BottomPosZ@Ctrl@Upp@@@QAEAAV12@HH@
Z) non risolto
$blitz.obj : error LNK2019: riferimento al simbolo esterno "public: class Upp::Ctrl & __thiscall
Upp::Ctrl::RightPosZ(int,int)" (?RightPosZ@Ctrl@Upp@
@QAEAAV12@HH@Z) non risolto nella funzione "private: void __thiscall
Upp::TabDlg::PlaceButton(class Upp::Button &,int &)" (?PlaceButton@TabDlg@Upp@@@A
AEXAAVButton@2@AAH@Z)
$blitz.obj : error LNK2001: simbolo esterno "public: class Upp::Ctrl & __thiscall
Upp::Ctrl::RightPosZ(int,int)" (?RightPosZ@Ctrl@Upp@@@QAEAAV12@HH@Z)
non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: class Upp::Ctrl & __thiscall
Upp::Ctrl::RightPosZ(int,int)" (?RightPosZ@Ctrl@Upp@@@QAEAAV12@HH@Z)
non risolto
$blitz.obj : error LNK2001: simbolo esterno "public: class Upp::Ctrl & __thiscall
Upp::Ctrl::RightPosZ(int,int)" (?RightPosZ@Ctrl@Upp@@@QAEAAV12@HH@Z)
non risolto
$blitz.obj : error LNK2019: riferimento al simbolo esterno "public: static struct Upp::Size_<int>
__cdecl Upp::Ctrl::LayoutZoom(struct Upp::Size_<int
>)" (?LayoutZoom@Ctrl@Upp@@@SA?AU?$Size_@H@2@U32@@@Z) non risolto nella funzione
"private: void __thiscall Upp::TabDlg::Rearrange(void)" (?Rearrange@Ta
bDlg@Upp@@@AAEXXZ)
$blitz.obj : error LNK2019: riferimento al simbolo esterno "public: class Upp::TopWindow &
__thiscall Upp::TopWindow::Rejector(class Upp::Ctrl &,int)
" (?Rejector@TopWindow@Upp@@@QAEAAV12@AAVCtrl@2@H@Z) non risolto nella funzione
"public: __thiscall Upp::TabDlg::TabDlg(void)" (??0TabDlg@Upp@@@QAE@XZ)

$blitz.obj : error LNK2001: simbolo esterno "public: class Upp::TopWindow & __thiscall

```

Upp::TopWindow::Rejector(class Upp::Ctrl &,int)" (?Rejector@To
pWindow@Upp@@QAEAAV12@AAVCtrl@2@H@Z) non risolto
\$blitz.obj : error LNK2001: simbolo esterno "public: class Upp::TopWindow & __thiscall
Upp::TopWindow::Rejector(class Upp::Ctrl &,int)" (?Rejector@To
pWindow@Upp@@QAEAAV12@AAVCtrl@2@H@Z) non risolto
\$blitz.obj : error LNK2019: riferimento al simbolo esterno "public: class Upp::TopWindow &
__thiscall Upp::TopWindow::Acceptor(class Upp::Ctrl &,int)
" (?Acceptor@TopWindow@Upp@@QAEAAV12@AAVCtrl@2@H@Z) non risolto nella funzione
"public: __thiscall Upp::TabDlg::TabDlg(void)" (?TabDlg@Upp@@QAE@XZ)

\$blitz.obj : error LNK2001: simbolo esterno "public: class Upp::TopWindow & __thiscall
Upp::TopWindow::Acceptor(class Upp::Ctrl &,int)" (?Acceptor@To
pWindow@Upp@@QAEAAV12@AAVCtrl@2@H@Z) non risolto
\$blitz.obj : error LNK2019: riferimento al simbolo esterno "public: void __thiscall
Upp::Ctrl::PostCallback(class Upp::Callback,int)" (?PostCallback@
Ctrl@Upp@@QAEEXVCallback@2@H@Z) non risolto nella funzione "protected: void __thiscall
Upp::TreeCtrl::SyncTree(void)" (?SyncTree@TreeCtrl@Upp@@IAEXXZ)

\$blitz.obj : error LNK2019: riferimento al simbolo esterno "unsigned long __cdecl
Upp::GetTimeClick(void)" (?GetTimeClick@Upp@@YAKXZ) non risolto nel
la funzione "public: virtual void __thiscall Upp::TreeCtrl::DragRepeat(struct Upp::Point_<int>)"
(?DragRepeat@TreeCtrl@Upp@@UAEXU?\$Point_@H@2@@Z)
\$blitz.obj : error LNK2019: riferimento al simbolo esterno "class Upp::Color __cdecl
Upp::GuiPlatformGetScreenPixel(int,int)" (?GuiPlatformGetScreenP
ixel@Upp@@YA?AVColor@1@HH@Z) non risolto nella funzione "public: virtual void __thiscall
Upp::FetchColorCtrl::MouseMove(struct Upp::Point_<int>,unsig
ned long)" (?MouseMove@FetchColorCtrl@Upp@@UAEXU?\$Point_@H@2@K@Z)
\$blitz.obj : error LNK2019: riferimento al simbolo esterno "class Upp::CtrlFrame & __cdecl
Upp::InsetFrame(void)" (?InsetFrame@Upp@@YAAAVCtrlFrame@1@
XZ) non risolto nella funzione "public: __thiscall Upp::ColorSelectorImpl::ColorSelectorImpl(class
Upp::ColorSelector &)" (?ColorSelectorImpl@Upp@@
QAE@AAVColorSelector@1@@Z)
\$blitz.obj : error LNK2001: simbolo esterno "public: class Upp::Ctrl & __thiscall
Upp::Ctrl::SetEditable(bool)" (?SetEditable@Ctrl@Upp@@QAEAAV12@_N@Z
) non risolto
\$blitz.obj : error LNK2019: riferimento al simbolo esterno "public: class Upp::Ctrl & __thiscall
Upp::Ctrl::SetEditable(bool)" (?SetEditable@Ctrl@Upp
@@QAEAAV12@_N@Z) non risolto nella funzione "public: class Upp::Ctrl & __thiscall
Upp::Ctrl::SetReadOnly(void)" (?SetReadOnly@Ctrl@Upp@@QAEAAV12@XZ)
\$blitz.obj : error LNK2001: simbolo esterno "public: class Upp::Ctrl & __thiscall
Upp::Ctrl::SetEditable(bool)" (?SetEditable@Ctrl@Upp@@QAEAAV12@_N@Z
) non risolto
\$blitz.obj : error LNK2001: simbolo esterno "public: class Upp::Ctrl & __thiscall
Upp::Ctrl::SetEditable(bool)" (?SetEditable@Ctrl@Upp@@QAEAAV12@_N@Z
) non risolto
\$blitz.obj : error LNK2001: simbolo esterno "public: class Upp::Ctrl & __thiscall
Upp::Ctrl::SetEditable(bool)" (?SetEditable@Ctrl@Upp@@QAEAAV12@_N@Z
) non risolto

\$blitz.obj : error LNK2019: riferimento al simbolo esterno "void __cdecl Upp::AvoidPaintingCheck__(void)" (?AvoidPaintingCheck__@Upp@@@YAXXZ) non risolto nella funzione "class Upp::Image __cdecl Upp::ProcessSHIcon(struct _SHFILEINFOA const &)" (?ProcessSHIcon@Upp@@@YA?AVImage@1@ABU_SHFILEINFOA@@@Z)

\$blitz.obj : error LNK2019: riferimento al simbolo esterno "public: static bool __cdecl Upp::Ctrl::IsWaitingEvent(void)" (?IsWaitingEvent@Ctrl@Upp@@@SA_NXZ) non risolto nella funzione "private: void __thiscall Upp::LazyFileIcons::Do(void)" (?Do@LazyFileIcons@Upp@@@AAEXXZ)

\$blitz.obj : error LNK2019: riferimento al simbolo esterno "void __cdecl Upp::ArrangeOKCancel(class Upp::Ctrl &,class Upp::Ctrl &)" (?ArrangeOKCancel@Upp@@@YAXAAVCtrl@1@0@Z) non risolto nella funzione "protected: bool __thiscall Upp::FileSel::Execute(int)" (?Execute@FileSel@Upp@@@IAE_NH@Z)

\$blitz.obj : error LNK2001: simbolo esterno "void __cdecl Upp::ArrangeOKCancel(class Upp::Ctrl &,class Upp::Ctrl &)" (?ArrangeOKCancel@Upp@@@YAXAAVCtrl@1@0@Z) non risolto

\$blitz.obj : error LNK2019: riferimento al simbolo esterno "public: class Upp::Ctrl & __thiscall Upp::Ctrl::SetPos(struct Upp::Ctrl::LogPos)" (?SetPos@Ctrl@Upp@@@QAEAAV12@ULogPos@12@@@Z) non risolto nella funzione "protected: bool __thiscall Upp::FileSel::Execute(int)" (?Execute@FileSel@Upp@@@IAE_NH@Z)

\$blitz.obj : error LNK2019: riferimento al simbolo esterno "public: class Upp::Ctrl & __thiscall Upp::Ctrl::SetPosY(class Upp::Ctrl::Log)" (?SetPosY@Ctrl@Upp@@@QAEAAV12@VLogc@12@@@Z) non risolto nella funzione "protected: bool __thiscall Upp::FileSel::Execute(int)" (?Execute@FileSel@Upp@@@IAE_NH@Z)

\$blitz.obj : error LNK2019: riferimento al simbolo esterno "private: void __thiscall Upp::TopWindow::ActiveFocus0(class Upp::Ctrl &)" (?ActiveFocus0@TopWindow@Upp@@@AAEXAAVCtrl@2@@@Z) non risolto nella funzione "public: class Upp::TopWindow & __thiscall Upp::TopWindow::ActiveFocus(class Upp::Ctrl &)" (?ActiveFocus@TopWindow@Upp@@@QAEAAV12@AAVCtrl@2@@@Z)

\$blitz.obj : error LNK2001: simbolo esterno "private: void __thiscall Upp::TopWindow::ActiveFocus0(class Upp::Ctrl &)" (?ActiveFocus0@TopWindow@Upp@@@AAEXAAVCtrl@2@@@Z) non risolto

\$blitz.obj : error LNK2001: simbolo esterno "private: void __thiscall Upp::TopWindow::ActiveFocus0(class Upp::Ctrl &)" (?ActiveFocus0@TopWindow@Upp@@@AAEXAAVCtrl@2@@@Z) non risolto

\$blitz.obj : error LNK2019: riferimento al simbolo esterno "class Upp::CtrlFrame & __cdecl Upp::FieldFrame(void)" (?FieldFrame@Upp@@@YAAAVCtrlFrame@1@XZ) non risolto nella funzione "public: __thiscall Upp::FileSel::FileSel(void)" (??0FileSel@Upp@@@QAE@XZ)

\$blitz.obj : error LNK2001: simbolo esterno "class Upp::CtrlFrame & __cdecl Upp::FieldFrame(void)" (?FieldFrame@Upp@@@YAAAVCtrlFrame@1@XZ) non risolto

\$blitz.obj : error LNK2019: riferimento al simbolo esterno "public: __thiscall Upp::PrintDraw::PrintDraw(struct HDC __*,char const *)" (??0PrintDraw@Upp@@@QAE@PAUHDC__@@@PBD@Z) non risolto nella funzione "private: bool __thiscall Upp::PrinterJob::Execute0(bool)" (?Execute0@PrinterJob@Upp@@@AAE_N_N@Z)

\$blitz.obj : error LNK2019: riferimento al simbolo esterno "void __cdecl Upp::EnableCtrls(class

Upp::Vector<class Upp::Ptr<class Upp::Ctrl> > const &
)" (?EnableCtrls@Upp@@@YAXABV?\$Vector@V?\$Ptr@VCtrl@Upp@@@Upp@@@1@@@Z)
 non risolto nella funzione "private: bool __thiscall Upp::PrinterJob::Execute0(bo
 ol)" (?Execute0@PrinterJob@Upp@@@AAE_N_N@Z)
 \$blitz.obj : error LNK2019: riferimento al simbolo esterno "class Upp::Vector<class Upp::Ptr<class
 Upp::Ctrl> > __cdecl Upp::DisableCtrls(class Upp::
 Vector<class Upp::Ctrl *> const &,class Upp::Ctrl *)" (
 ?DisableCtrls@Upp@@@YA?AV?\$Vector@V?\$Ptr@VCtrl@Upp@@@Upp@@@1@ABV?\$Vect
 or@PAVCtrl@Upp@@@1@PAVCtrl
 l@1@@@Z) non risolto nella funzione "private: bool __thiscall Upp::PrinterJob::Execute0(bool)" (
 ?Execute0@PrinterJob@Upp@@@AAE_N_N@Z)
 \$blitz.obj : error LNK2019: riferimento al simbolo esterno "public: static class Upp::Vector<class
 Upp::Ctrl *> __cdecl Upp::Ctrl::GetTopCtrls(void)" (
 ?GetTopCtrls@Ctrl@Upp@@@SA?AV?\$Vector@PAVCtrl@Upp@@@2@XZ) non risolto nella
 funzione "private: bool __thiscall Upp::PrinterJob::Execute0(bool)" (?Ex
 ecute0@PrinterJob@Upp@@@AAE_N_N@Z)
 \$blitz.obj : error LNK2019: riferimento al simbolo esterno "public: void __thiscall
 Upp::Ctrl::SetForeground(void)" (?SetForeground@Ctrl@Upp@@@QAEXXZ)
 non risolto nella funzione "void __cdecl Upp::WindowsList(void)" (
 ?WindowsList@Upp@@@YAXXZ)
 \$blitz.obj : error LNK2019: riferimento al simbolo esterno "struct Upp::Rect_<int> __cdecl
 Upp::MonitorRectForHWND(struct HWND__ *)" (?MonitorRectFor
 HWND@Upp@@@YA?AU?\$Rect_@H@1@PAUHWND__@@@Z) non risolto nella funzione
 "unsigned int __stdcall Upp::sCenterHook(struct HWND__ *,unsigned int,unsigned i
 nt,long)" (?sCenterHook@Upp@@@YGIPAUHWND__@@@IJ@Z)
 \$blitz.obj : error LNK2019: riferimento al simbolo esterno "public: static struct Upp::Rect_<int>
 __cdecl Upp::Ctrl::GetPrimaryWorkArea(void)" (?GetP
 rimaryWorkArea@Ctrl@Upp@@@SA?AU?\$Rect_@H@2@XZ) non risolto nella funzione
 "unsigned int __stdcall Upp::sCenterHook(struct HWND__ *,unsigned int,unsig
 ned int,long)" (?sCenterHook@Upp@@@YGIPAUHWND__@@@IJ@Z)
 \$blitz.obj : error LNK2019: riferimento al simbolo esterno "protected: void __thiscall
 Upp::Ctrl::Create(struct HWND__ *,unsigned long,unsigned long,
 bool,int,bool)" (?Create@Ctrl@Upp@@@IAEXPAUHWND__@@@KK_NH1@Z) non risolto nella
 funzione "public: __thiscall Upp::TrayIcon::TrayIcon(void)" (??0Traylco
 n@Upp@@@QAE@XZ)
 \$blitz.obj : error LNK2019: riferimento al simbolo esterno "public: static struct HICON__ * __cdecl
 Upp::SystemDraw::IconWin32(class Upp::Image const
 &,bool)" (?IconWin32@SystemDraw@Upp@@@SAPAUHICON__@@@ABVImage@2@_N@Z)
 non risolto nella funzione "private: void __thiscall Upp::TrayIcon::Notify(unsig
 ned long)" (?Notify@TrayIcon@Upp@@@AAEXK@Z)
 \$blitz.obj : error LNK2019: riferimento al simbolo esterno "public: void __thiscall
 Upp::Ctrl::SetAlpha(unsigned char)" (?SetAlpha@Ctrl@Upp@@@QAEXE@Z)
 non risolto nella funzione "void __cdecl Upp::Animate(class Upp::Ctrl &,struct Upp::Rect_<int>
 const &,int)" (?Animate@Upp@@@YAXAAVCtrl@1@ABU?\$Rect_@
 H@1@H@Z)
 \$blitz.obj : error LNK2001: simbolo esterno "public: void __thiscall Upp::Ctrl::SetAlpha(unsigned
 char)" (?SetAlpha@Ctrl@Upp@@@QAEXE@Z) non risolto
 \$blitz.obj : error LNK2019: riferimento al simbolo esterno "public: int __thiscall

```

Upp::TopWindow::Execute(void)" (?Execute@TopWindow@Upp@@@QAEHXZ) no
n risolto nella funzione "bool __cdecl Upp::EditText(class Upp::String &,char const *,char const
*,int (__cdecl*)(int),int)" (?EditText@Upp@@@YA_NAAVS
tring@1@PBD1P6AHH@ZH@Z)
$blitz.obj : error LNK2019: riferimento al simbolo esterno "void __cdecl
Upp::GUI_GlobalStyle_Write(int)" (?GUI_GlobalStyle_Write@Upp@@@YAXH@Z) non ri
solto nella funzione "void __cdecl Upp::ChStdSkin(void)" (?ChStdSkin@Upp@@@YAXXZ)
ChWin32.obj : error LNK2001: simbolo esterno "void __cdecl Upp::GUI_GlobalStyle_Write(int)"
(?GUI_GlobalStyle_Write@Upp@@@YAXH@Z) non risolto
$blitz.obj : error LNK2019: riferimento al simbolo esterno "void const * __cdecl
Upp::GetInternalDropPtr__(void)" (?GetInternalDropPtr__@Upp@@@YAPBXXZ
) non risolto nella funzione "class Upp::ArrayCtrl const & __cdecl Upp::GetInternal<class
Upp::ArrayCtrl>(class Upp::PasteClip &)" (??$GetInternal@VA
rrayCtrl@Upp@@@Upp@@@YAABVArrayCtrl@0@AAVPasteClip@0@@@Z)
$blitz.obj : error LNK2019: riferimento al simbolo esterno "public: class Upp::Ctrl & __thiscall
Upp::Ctrl::HCenterPosZ(int,int)" (?HCenterPosZ@Ctrl@
Upp@@@QAEAAV12@HH@Z) non risolto nella funzione "void __cdecl Upp::InitLayout<class
Upp::Progress,class Upp::Progress>(class Upp::Ctrl &,class Upp::Pr
ogress &,class Upp::Progress &,struct Upp::ProgressLayout__layout &)"
(??$InitLayout@VProgress@Upp@@@V12@@@Upp@@@YAXAAVCtrl@0@AAVProgress@0@1AA
UProgressL
ayout__layout@0@@@Z)
$blitz.obj : error LNK2001: simbolo esterno "public: class Upp::Ctrl & __thiscall
Upp::Ctrl::HCenterPosZ(int,int)" (?HCenterPosZ@Ctrl@Upp@@@QAEAAV12@H
H@Z) non risolto
$blitz.obj : error LNK2019: riferimento al simbolo esterno "public: static void __cdecl
Upp::Ctrl::InstallKeyHook(bool (__cdecl*)(class Upp::Ctrl *,u
nsigned long,int))" (?InstallKeyHook@Ctrl@Upp@@@SAXP6A_NPAV12@KH@Z@Z) non risolto
nella funzione "void __cdecl Upp::s__sF27_287_fn(void)" (?s__sF27_28
7_fn@Upp@@@YAXXZ)
$blitz.obj : error LNK2019: riferimento al simbolo esterno "bool (__cdecl*& __cdecl
Upp::DisplayErrorFn(void))(class Upp::Value const &)" (?DisplayEr
rorFn@Upp@@@YAAAP6A_NABVValue@1@@@ZXZ) non risolto nella funzione "void __cdecl
Upp::s__sF49_74_fn(void)" (?s__sF49_74_fn@Upp@@@YAXXZ)
ChWin32.obj : error LNK2019: riferimento al simbolo esterno "public: void __thiscall
Upp::SystemDraw::EndGdi(void)" (?EndGdi@SystemDraw@Upp@@@QAEXXZ)
non risolto nella funzione "class Upp::Image __cdecl Upp::XplImage(int,int,int,class
Upp::Color,struct Upp::Size_<int>)" (?XplImage@Upp@@@YA?AVImage@1@H
HHVColor@1@U?$Size_@H@1@@@Z)
ChWin32.obj : error LNK2019: riferimento al simbolo esterno "public: struct HDC__ * __thiscall
Upp::SystemDraw::BeginGdi(void)" (?BeginGdi@SystemDraw
@Upp@@@QAEPAUHDC__@@@XZ) non risolto nella funzione "class Upp::Image __cdecl
Upp::XplImage(int,int,int,class Upp::Color,struct Upp::Size_<int>)" (?XplIm
age@Upp@@@YA?AVImage@1@HHHVColor@1@U?$Size_@H@1@@@Z)
ChWin32.obj : error LNK2019: riferimento al simbolo esterno "struct HDC__ * __cdecl
Upp::ScreenHDC(void)" (?ScreenHDC@Upp@@@YAPAUHDC__@@@XZ) non risolto
o nella funzione "class Upp::Image __cdecl Upp::XplImage(int,int,int,class Upp::Color,struct
Upp::Size_<int>)" (?XplImage@Upp@@@YA?AVImage@1@HHHVColor@1

```

@U?\$Size_@H@1@@Z)

ChWin32.obj : error LNK2019: riferimento al simbolo esterno "void __cdecl

Upp::EditFieldIsThin_Write(int)" (?EditFieldIsThin_Write@Upp@@YAXH@Z) non r

isolto nella funzione "void __cdecl Upp::ChHostSkin(void)" (?ChHostSkin@Upp@@YAXXZ)

ChWin32.obj : error LNK2019: riferimento al simbolo esterno "void __cdecl

Upp::ScrollBarArrowSize_Write(int)" (?ScrollBarArrowSize_Write@Upp@@YAXH@Z)

non risolto nella funzione "void __cdecl Upp::ChSysInit(void)" (?ChSysInit@Upp@@YAXXZ)

ChWin32.obj : error LNK2019: riferimento al simbolo esterno "void __cdecl

Upp::FrameButtonWidth_Write(int)" (?FrameButtonWidth_Write@Upp@@YAXH@Z) non

risolto nella funzione "void __cdecl Upp::ChSysInit(void)" (?ChSysInit@Upp@@YAXXZ)

ChWin32.obj : error LNK2019: riferimento al simbolo esterno "class Upp::Image __cdecl

Upp::Win32Icon(char const *,int)" (?Win32Icon@Upp@@YA?AVImage@1

@PBDH@Z) non risolto nella funzione "void __cdecl Upp::ChSysInit(void)"

(?ChSysInit@Upp@@YAXXZ)

ChWin32.obj : error LNK2019: riferimento al simbolo esterno "void __cdecl

Upp::GUI_DblClickTime_Write(int)" (?GUI_DblClickTime_Write@Upp@@YAXH@Z) non

risolto nella funzione "void __cdecl Upp::ChSysInit(void)" (?ChSysInit@Upp@@YAXXZ)

ChWin32.obj : error LNK2019: riferimento al simbolo esterno "void __cdecl

Upp::GUI_DragDistance_Write(int)" (?GUI_DragDistance_Write@Upp@@YAXH@Z) non

risolto nella funzione "void __cdecl Upp::ChSysInit(void)" (?ChSysInit@Upp@@YAXXZ)

ChWin32.obj : error LNK2019: riferimento al simbolo esterno "void __cdecl

Upp::GUI_AKD_Conservative_Write(int)" (?GUI_AKD_Conservative_Write@Upp@@YAX

H@Z) non risolto nella funzione "void __cdecl Upp::ChSysInit(void)"

(?ChSysInit@Upp@@YAXXZ)

ChWin32.obj : error LNK2019: riferimento al simbolo esterno "void __cdecl

Upp::GUI_AltAccessKeys_Write(int)" (?GUI_AltAccessKeys_Write@Upp@@YAXH@Z) n

on risolto nella funzione "void __cdecl Upp::ChSysInit(void)" (?ChSysInit@Upp@@YAXXZ)

ChWin32.obj : error LNK2019: riferimento al simbolo esterno "void __cdecl

Upp::GUI_DropShadows_Write(int)" (?GUI_DropShadows_Write@Upp@@YAXH@Z) non r

isolto nella funzione "void __cdecl Upp::ChSysInit(void)" (?ChSysInit@Upp@@YAXXZ)

ChWin32.obj : error LNK2019: riferimento al simbolo esterno "void __cdecl

Upp::GUI_PopUpEffect_Write(int)" (?GUI_PopUpEffect_Write@Upp@@YAXH@Z) non r

isolto nella funzione "void __cdecl Upp::ChSysInit(void)" (?ChSysInit@Upp@@YAXXZ)

ChWin32.obj : error LNK2019: riferimento al simbolo esterno "void __cdecl

Upp::GUI_DragFullWindow_Write(int)" (?GUI_DragFullWindow_Write@Upp@@YAXH@Z)

non risolto nella funzione "void __cdecl Upp::ChSysInit(void)" (?ChSysInit@Upp@@YAXXZ)

ChWin32.obj : error LNK2019: riferimento al simbolo esterno "bool __cdecl

Upp::ScreenInPaletteMode(void)" (?ScreenInPaletteMode@Upp@@YA_NXZ) non riso

lto nella funzione "void __cdecl Upp::ChSysInit(void)" (?ChSysInit@Upp@@YAXXZ)

\$blitz.obj : error LNK2019: riferimento al simbolo esterno "public: void __thiscall

Upp::Ctrl::ClearFrames(void)" (?ClearFrames@Ctrl@Upp@@QAEXXZ) non

risolto nella funzione "public: void __thiscall MaterialiLayout::CreaLayout(class Upp::StaticRect

&)" (?CreaLayout@MaterialiLayout@@QAEXAAVStaticRec

t@Upp@@@Z)

\$blitz.obj : error LNK2001: simbolo esterno "public: void __thiscall Upp::Ctrl::ClearFrames(void)"

(?ClearFrames@Ctrl@Upp@@QAEXXZ) non risolto

\$blitz.obj : error LNK2001: simbolo esterno "public: void __thiscall Upp::Ctrl::ClearFrames(void)"

(?ClearFrames@Ctrl@Upp@@QAEXXZ) non risolto

\$blitz.obj : error LNK2019: riferimento al simbolo esterno "class Upp::CtrlFrame & __cdecl Upp::RightSeparatorFrame(void)" (?RightSeparatorFrame@Upp@@YAAAVCtrlFrame@1@XZ) non risolto nella funzione "public: class Upp::GridCtrl & __thiscall Upp::GridCtrl::SetToolBar(bool,int,int)" (?SetToolBar@GridCtrl@Upp@@QAEAAV12@_NHH@Z)

\$blitz.obj : error LNK2019: riferimento al simbolo esterno "class Upp::CtrlFrame & __cdecl Upp::LeftSeparatorFrame(void)" (?LeftSeparatorFrame@Upp@@YAAAVCtrlFrame@1@XZ) non risolto nella funzione "public: class Upp::GridCtrl & __thiscall Upp::GridCtrl::SetToolBar(bool,int,int)" (?SetToolBar@GridCtrl@Upp@@QAEAAV12@_NHH@Z)

\$blitz.obj : error LNK2019: riferimento al simbolo esterno "class Upp::CtrlFrame & __cdecl Upp::BottomSeparatorFrame(void)" (?BottomSeparatorFrame@Upp@@YAAAVCtrlFrame@1@XZ) non risolto nella funzione "public: class Upp::GridCtrl & __thiscall Upp::GridCtrl::SetToolBar(bool,int,int)" (?SetToolBar@GridCtrl@Upp@@QAEAAV12@_NHH@Z)

\$blitz.obj : error LNK2019: riferimento al simbolo esterno "class Upp::CtrlFrame & __cdecl Upp::TopSeparatorFrame(void)" (?TopSeparatorFrame@Upp@@YAAAVCtrlFrame@1@XZ) non risolto nella funzione "public: class Upp::GridCtrl & __thiscall Upp::GridCtrl::SetToolBar(bool,int,int)" (?SetToolBar@GridCtrl@Upp@@QAEAAV12@_NHH@Z)

\$blitz.obj : error LNK2019: riferimento al simbolo esterno "public: void __thiscall Upp::Ctrl::InsertFrame(int,class Upp::CtrlFrame &)" (?InsertFrame@Ctrl@Upp@@QAEEXHAAVCtrlFrame@2@@Z) non risolto nella funzione "public: class Upp::GridCtrl & __thiscall Upp::GridCtrl::SetToolBar(bool,int,int)" (?SetToolBar@GridCtrl@Upp@@QAEAAV12@_NHH@Z)

\$blitz.obj : error LNK2019: riferimento al simbolo esterno "public: void __thiscall Upp::Ctrl::RemoveFrame(class Upp::CtrlFrame &)" (?RemoveFrame@Ctrl@Upp@@QAEEXAAVCtrlFrame@2@@Z) non risolto nella funzione "public: class Upp::GridCtrl & __thiscall Upp::GridCtrl::SetToolBar(bool,int,int)" (?SetToolBar@GridCtrl@Upp@@QAEAAV12@_NHH@Z)

\$blitz.obj : error LNK2019: riferimento al simbolo esterno "public: virtual __thiscall Upp::ViewDraw::~~ViewDraw(void)" (??1ViewDraw@Upp@@@UAE@XZ) non risolto nella funzione "private: void __thiscall Upp::GridCtrl::DrawLine(bool,bool)" (?DrawLine@GridCtrl@Upp@@AAEX_N0@Z)

\$blitz.obj : error LNK2019: riferimento al simbolo esterno "public: __thiscall Upp::ViewDraw::ViewDraw(class Upp::Ctrl *)" (??0ViewDraw@Upp@@QAE@PAVCtrl@1@@@Z) non risolto nella funzione "private: void __thiscall Upp::GridCtrl::DrawLine(bool,bool)" (?DrawLine@GridCtrl@Upp@@AAEX_N0@Z)

\$blitz.obj : error LNK2019: riferimento al simbolo esterno "public: void __thiscall Upp::Ctrl::ScrollView(int,int)" (?ScrollView@Ctrl@Upp@@QAEEXHH@Z) non risolto nella funzione "public: void __thiscall Upp::Ctrl::ScrollView(struct Upp::Size_<int>)" (?ScrollView@Ctrl@Upp@@QAEEXU?\$Size_@H@2@@Z)

\$blitz.obj : error LNK2019: riferimento al simbolo esterno "bool __cdecl Upp::IsClipboardAvailable(char const *)" (?IsClipboardAvailable@Upp@@YA_NPBD@Z) non risolto nella funzione "bool __cdecl Upp::IsClipboardFormatAvailable<class Upp::GridClipboard>(void)" (??\$IsClipboardFormatAvailable@VGridClipboard@Upp@@@Upp@@YA_NXZ)

\$blitz.obj : error LNK2019: riferimento al simbolo esterno "class Upp::String __cdecl

Upp::ReadClipboard(char const *)" (?ReadClipboard@Upp@@YA?AVStr
ing@1@PBD@Z) non risolto nella funzione "bool __cdecl Upp::ReadClipboardFormat<class
Upp::GridClipboard>(class Upp::GridClipboard &)" (??\$ReadClipboa
rdFormat@VGridClipboard@Upp@@@Upp@@YA_NAAVGridClipboard@0@@Z)
\$blitz.obj : error LNK2019: riferimento al simbolo esterno "public: class Upp::String __thiscall
Upp::Ctrl::GetLayoutId(void)const " (?GetLayoutId@Ct
rl@Upp@@@QBE?AVString@2@XZ) non risolto nella funzione "public: void __thiscall
Upp::SqlCtrls::Table(class Upp::Ctrl &,class Upp::SqlId)" (?Table@SqlC
trls@Upp@@@QAEXAAVCtrl@2@VSqlId@2@@@Z)
\$blitz.obj : error LNK2019: riferimento al simbolo esterno "public: void __thiscall
Upp::TopWindow::Open(struct HWND__ *)" (?Open@TopWindow@Upp@@@QAEX
PAUHWND__@@@Z) non risolto nella funzione "int __cdecl Upp::SqlError(struct HWND__
*,char const *,char const *,char const *,bool)" (?SqlError@Upp@@@YA
HPAUHWND__@@@PBD11_N@Z)
\$blitz.obj : error LNK2019: riferimento al simbolo esterno "public: class Upp::TopWindow &
__thiscall Upp::TopWindow::Icon(class Upp::Image const &,c
lass Upp::Image const &)" (?Icon@TopWindow@Upp@@@QAEAAV12@ABVImage@2@0@Z)
non risolto nella funzione "public: void __thiscall Upp::SqlConsole::Perform
(void)" (?Perform@SqlConsole@Upp@@@QAEXXZ)
C:\upp\out\MyUPPDrop\MSC9.Debug.Debug_Full.Gui.Sse2\STA.exe : fatal error LNK1120: 354
esterni non risolti

what's happening? what does it mean?

Regards,
Matteo

Subject: Re: Linking error again
Posted by [idkfa46](#) on Sat, 01 Jun 2013 11:07:33 GMT
[View Forum Message](#) <> [Reply to Message](#)

CtrlCore package was missing... how can be removed by himself ?!

Subject: Re: Linking error again
Posted by [Mindtraveller](#) on Tue, 04 Jun 2013 07:40:55 GMT
[View Forum Message](#) <> [Reply to Message](#)

idkfa46 wrote on Sat, 01 June 2013 15:07

CtrlCore package was missing... how can be removed by himself ?!

In common way like any other package. Just don't remove it and CtrlLib for GUI apps.
