Subject: Usage of Iml image data leads to linker error
Posted by SevenOfNine on Sat, 14 Nov 2015 13:30:54 GMT
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I assume it is a simple error on my side but ok.
If I draw an image with the image designer and
want to access the image e.g. to draw it on the application window
the compiler compiles it but the linker reported, that he does not find the reference:
"Nicht definierter Verweis auf 'SmallIconImg::Get(int)'"
means "Not defined reference on 'SmallIconImg::Get(int)'"

The main stuff of the programm is:

```
#define IMAGECLASS SmallIconImg
#define IMAGEFILE <DrawApp/SmallIcon.iml>
#include <Draw/iml_header.h>
```

and

```
void DrawApp::Paint(Draw& w)
{

   w.DrawRect(GetSize(), SColorFace());
   w.DrawImage(50, 50, SmallIconImg::Point());
}
```

I use the example from ...www.ultimatepp.org/srcdoc$Draw$ImgTutorial$en-us....
as template.

I do not know, what I forgot to add.

Has anybody an idea about my mistake?

Can you help me?
Seven

Subject: Re: Usage of Iml image data leads to linker error
Posted by mirek on Sat, 14 Nov 2015 16:07:23 GMT
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SevenOfNine wrote on Sat, 14 November 2015 14:30I assume it is a simple error on my side but ok.
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Most likely "iml_source.h" include.

"iml_header.h" creates just declarations and is supposed to be in header. Real data are "inserted" by

```
#define IMAGECLASS SmallIconImg
#define IMAGEFILE <DrawApp/SmallIcon.iml>
#include <Draw/iml_source.h>
```

which should be in some .cpp file.

Subject: Re: Usage of Iml image data leads to linker error
Posted by SevenOfNine on Sat, 14 Nov 2015 22:38:42 GMT
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Hello Mirek,
thanks for the fast answer, but I'm sorry, it doesn't help.
If I replace "#include <Draw/iml_header.h>" by "<Draw/iml_source.h>" it doesn't help.
If I add "#include <Draw/iml_source.h" it doesn't help too.

In both cases I get compiler errors.
Let me just provide you my 'configuration information':
theide is installed under Ubuntu 15.4
Have you got another idea or which information do you need too?

Subject: Re: Usage of Iml image data leads to linker error
Posted by mirek on Sat, 14 Nov 2015 23:07:02 GMT
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You need to have iml_header in .h AND iml_source in .cpp.

(Or, if you have just single file using iml, you can do #include "iml.h" instead).

If you still have problems, just .zip the package and post as attachement, I will fix it for you

Mirek

Subject: Re: Usage of Iml image data leads to linker error
Posted by SevenOfNine on Sun, 15 Nov 2015 17:32:12 GMT
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Hello Mirek,
thank you very much
Your proposed solution:
  ----> (Or, if you have just single file using iml, you can do #include "iml.h" instead).
works fine.

However your solution with inclusion of iml_header.h in my header file and inclusion of
iml_source.h in the CPP-file
leads (still) to compiler warning (or I make sth. wrong)

Nevertheless thank you for your help.

Seven

Subject: Re: Usage of Iml image data leads to linker error
Posted by SevenOfNine on Tue, 17 Nov 2015 21:20:07 GMT
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Hello Mirek,
thank you that you have send me the files which solve the problem.
Now I have discovered my general problem.

You have proposed to include iml_source.h, but this will not work because
I have not understood, that the inclusion needs also the two lines above:

#define IMAGECLASS SmallIconImg
#define IMAGEFILE <DrawApp/SmallIcon.iml>
#include <Draw/iml_source.h>

This seems to be a unit and if I miss any of the three lines it does not work.

I try several alternatives.
So I moves the inclusion of "iml_header.h" from the header file (DrawApp.h) to the c-file (DrawApp.c).
This works too, but only if all 3 lines per inclusion are added in this way:

#define IMAGECLASS SmallIconImg
#define IMAGEFILE <DrawApp/SmallIcon.iml>
#include <Draw/iml_header.h>

#define IMAGECLASS SmallIconImg
#define IMAGEFILE <DrawApp/SmallIcon.iml>
#include <Draw/iml_source.h>

My misunderstanding:
It was not clear for me, that the inclusion of iml_header.h or iml_source.h needs the 2 defines in front of its inclusion.
Althought the defines are entered in front of iml_header.h-inclusion,
both defines needs to be entered in front of iml_source.h-inclusion too.
Now: Understood!

Best Regards
Seven