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Subject: Link error:

Posted by [ptkacz](#) on Sun, 26 Mar 2017 00:13:12 GMT

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Hi All,

I started working on a new U++ app and encountered the following link error: undefined reference to `Upp::PaintPainting\_\_initializer()'

I've run into this error before playing around. So as to see if I could reproduce the issue, I went back to a small program that had successfully compiled, linked and executed. I created a new project and moved over the code that had successfully worked and tada, the link error resulted.

What's the undefined reference? Or, what's not being met?

Link error:

=====

```
Linking...
//home/play/upp.out/MyApps/UppApp2a/GCC.Debug.Debug_Full.Gui.Main.Shared/main.o: In
function `Upp::PaintPainting__initialize_struct::PaintPainting__initia
lize_struct()':
//home/play/upp/uppsrc/Painter/Painter.h:10: undefined reference to
`Upp::PaintPainting__initializer()'
collect2: error: ld returned 1 exit status
```

Here's the program:

UppApp2a.lay

=====

```
LAYOUT(UppApp2aLayout, 200, 100)
END_LAYOUT
```

```
LAYOUT(ButtonLayout, 80, 84)
    ITEM(Button, aBtn, SetLabel(t_("A")).LeftPosZ(12, 56).TopPosZ(8, 15))
    ITEM(Button, bBtn, SetLabel(t_("B")).LeftPosZ(12, 56).TopPosZ(32, 15))
    ITEM(Button, cBtn, SetLabel(t_("C")).LeftPosZ(12, 56).TopPosZ(56, 15))
END_LAYOUT
```

DrawCanvas.h

=====

```
#ifndef _UppApp2a_DrawCanvas_h_
#define _UppApp2a_DrawCanvas_h_
```

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

```
using namespace Upp;
```

```

class DrawCanvas : public ParentCtrl {
typedef DrawCanvas CLASSNAME;

public:
    DrawCanvas();
    virtual void Paint(Draw& d);
    void displayMessage(String s);

private:
    String stringToDisplay = "Not Yet!";
};

#endif

```

DrawCanvas.cpp  
=====

```

#include "UppApp2a.h"
#include "DrawCanvas.h"

DrawCanvas::DrawCanvas() {
}

void DrawCanvas::Paint(Draw& d) {
    Size(1000, 500);
    d.DrawRect(GetSize(), SWhite);
    d.DrawText(5, 5, stringToDisplay, Arial(48), Black);
}

void DrawCanvas::displayMessage(String s) {
    stringToDisplay = s;
    Refresh();
}

```

UppApp2a.h  
=====

```

#ifndef _UppApp2a_UppApp2a_h
#define _UppApp2a_UppApp2a_h

#include <CtrlLib/CtrlLib.h>
#include <Painter/Painter.h>
#include "DrawCanvas.h"

using namespace Upp;

#define LAYOUTFILE <UppApp2a/UppApp2a.lay>

```

```
#include <CtrlCore/lay.h>
```

```
class UppApp2a : public WithUppApp2aLayout<TopWindow> {  
public:  
    typedef UppApp2a CLASSNAME;  
    UppApp2a();  
    void displayMessage(String s);  
  
private:  
    DrawCanvas canvas;  
    WithButtonLayout<ParentCtrl> buttonPanel;  
};  
  
#endif
```

```
main.cpp
```

```
=====
```

```
#include "UppApp2a.h"
```

```
UppApp2a::UppApp2a()  
{  
    CtrlLayout(*this, "UppApp2a");  
  
    canvas.SetRect(100, 0, 600, 500 );  
  
    CtrlLayout(buttonPanel);  
  
    buttonPanel.aBtn << THISBACK1(displayMessage, "A");  
    buttonPanel.bBtn << THISBACK1(displayMessage, "B");  
    buttonPanel.cBtn << THISBACK1(displayMessage, "C");  
  
    Add(buttonPanel);  
    Add(canvas);  
    BackPaint();  
}
```

```
void UppApp2a::displayMessage(String s) {  
    canvas.displayMessage(s);  
}
```

```
GUI_APP_MAIN  
{  
    UppApp2a().Run();  
}
```

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Subject: Re: Link error:

Posted by [ptkacz](#) on Sun, 26 Mar 2017 03:25:19 GMT

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Solution: within the upper left frame, right click, select "Add package to...". From the dialog window of packages, select the Painter package followed by the OK button.

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