

U++ - Bug #717

GLDraw - GLEW linking problem on Windows (Speed, Optimal compilation mode)

03/12/2014 08:23 PM - Zbigniew Rebacz

Status:	Approved	Start date:	03/12/2014
Priority:	Normal	Due date:	
Assignee:	Zbigniew Rebacz	% Done:	0%
Category:	GLDraw	Estimated time:	0.00 hour
Target version:		Spent time:	0.00 hour
Description			
<p>I have got following errors while compiling GLDraw in speed mode. Debug mode works fine.</p> <p>GLDraw.lib(GLDrawS.obj) : error LNK2019: unresolved external symbol __imp____glewGetUniformLocation referenced in function "public: int __thiscall Upp::GLProgram::GetUniform(char const *)" (?GetUniform@GLProgram@Upp@@@QA EHPBD@Z)</p> <p>GLDraw.lib(GLDrawS.obj) : error LNK2019: unresolved external symbol __imp____glewUseProgram referenced in function "public: void __thiscall Upp::GLProgram::Use(void)" (?Use@GLProgram@Upp@@@QAEXXZ)</p> <p>GLDraw.lib(GLShaders.obj) : error LNK2001: unresolved external symbol __imp____glewUseProgram</p> <p>GLDraw.lib(GLDrawS.obj) : error LNK2019: unresolved external symbol __imp____glewEnableVertexAttribArray referenced in function "void __cdecl Upp::initializeGL(void)" (?initializeGL@Upp@@@YAXXZ)</p> <p>GLDraw.lib(GLDrawS.obj) : error LNK2019: unresolved external symbol __imp____glewUniform1i referenced in function "void __cdecl Upp::initializeGL(void)" (?initializeGL@Upp@@@YAXXZ)</p> <p>GLDraw.lib(GLDrawS.obj) : error LNK2019: unresolved external symbol __imp____glewInit referenced in function "void __cdecl Upp::initializeGL(void)" (?initializeGL@Upp@@@YAXXZ)</p> <p>GLDraw.lib(GLDrawS.obj) : error LNK2019: unresolved external symbol __imp____glewUniformMatrix4fv referenced in function "void __cdecl Upp::GLOrtho(float,float,float,float,float,float,unsigned int)" (?GLOrtho@Upp@@@YAXMM MMMMI@Z)</p> <p>GLDraw.lib(GLDrawS.obj) : error LNK2019: unresolved external symbol __imp____glewDisableVertexAttribArray referenced in function "private: void __thiscall Upp::GLDraw::FlushPutRect(void)" (?FlushPutRect@GLDraw@Upp@@@AAEX XZ)</p> <p>GLDraw.lib(GLDrawS.obj) : error LNK2019: unresolved external symbol __imp____glewVertexAttribPointer referenced in function "private: void __thiscall Upp::GLDraw::FlushPutRect(void)" (?FlushPutRect@GLDraw@Upp@@@AAEXXZ)</p> <p>GLDraw.lib(GLShaders.obj) : error LNK2019: unresolved external symbol __imp____glewDeleteShader referenced in function "public: void __thiscall Upp::GLProgram::Clear(void)" (?Clear@GLProgram@Upp@@@QAEXXZ)</p> <p>GLDraw.lib(GLShaders.obj) : error LNK2019: unresolved external symbol __imp____glewDeleteProgram referenced in function "public: void __thiscall Upp::GLProgram::Clear(void)" (?Clear@GLProgram@Upp@@@QAEXXZ)</p> <p>GLDraw.lib(GLShaders.obj) : error LNK2019: unresolved external symbol __imp____glewGetShaderInfoLog referenced in function "unsigned int __cdecl Upp::LoadShader(char const *,unsigned int)" (?LoadShader@Upp@@@YAIPBDI@Z)</p> <p>GLDraw.lib(GLShaders.obj) : error LNK2019: unresolved external symbol __imp____glewGetShaderiv referenced in function "unsigned int __cdecl Upp::LoadShader(char const *,unsigned int)" (?LoadShader@Upp@@@YAIPBDI@Z)</p> <p>GLDraw.lib(GLShaders.obj) : error LNK2019: unresolved external symbol __imp____glewCompileShader referenced in function "unsigned int __cdecl Upp::LoadShader(char const *,unsigned int)" (?LoadShader@Upp@@@YAIPBDI@Z)</p> <p>GLDraw.lib(GLShaders.obj) : error LNK2019: unresolved external symbol __imp____glewShaderSource referenced in function "unsigned int __cdecl Upp::LoadShader(char const *,unsigned int)" (?LoadShader@Upp@@@YAIPBDI@Z)</p> <p>GLDraw.lib(GLShaders.obj) : error LNK2019: unresolved external symbol __imp____glewCreateShader referenced in function "unsigned int __cdecl Upp::LoadShader(char const *,unsigned int)" (?LoadShader@Upp@@@YAIPBDI@Z)</p> <p>GLDraw.lib(GLShaders.obj) : error LNK2019: unresolved external symbol __imp____glewGetProgramInfoLog referenced in function "public: void __thiscall Upp::GLProgram::Create(char const *,char const *,struct Upp::Tuple2<int,cha t,char const *>,int)" (?Create@GLProgram@Upp@@@QAEXPBD0PAU?\$Tuple2@HPBD@2@H@Z)</p> <p>GLDraw.lib(GLShaders.obj) : error LNK2019: unresolved external symbol __imp____glewGetProgramiv referenced in function "public: void __thiscall Upp::GLProgram::Create(char const *,char const *,struct Upp::Tuple2<int,cha r const *>,int)" (?Create@GLProgram@Upp@@@QAEXPBD0PAU?\$Tuple2@HPBD@2@H@Z)</p>			

```
GLDraw.lib(GLShaders.obj) : error LNK2019: unresolved external symbol __imp____glewLinkProgram referenced in function
"public: void __thiscall Upp::GLProgram::Create(char const *,char const *,struct Upp::Tuple2<int,char
const *> *,int)" (?Create@GLProgram@Upp@@@QAEXPBD0PAU?$Tuple2@HPBD@2@H@Z)
GLDraw.lib(GLShaders.obj) : error LNK2019: unresolved external symbol __imp____glewBindAttribLocation referenced in
function "public: void __thiscall Upp::GLProgram::Create(char const *,char const *,struct Upp::Tuple2<i
nt,char const *> *,int)" (?Create@GLProgram@Upp@@@QAEXPBD0PAU?$Tuple2@HPBD@2@H@Z)
GLDraw.lib(GLShaders.obj) : error LNK2019: unresolved external symbol __imp____glewAttachShader referenced in function
"public: void __thiscall Upp::GLProgram::Create(char const *,char const *,struct Upp::Tuple2<int,cha
r const *> *,int)" (?Create@GLProgram@Upp@@@QAEXPBD0PAU?$Tuple2@HPBD@2@H@Z)
GLDraw.lib(GLShaders.obj) : error LNK2019: unresolved external symbol __imp____glewCreateProgram referenced in function
"public: void __thiscall Upp::GLProgram::Create(char const *,char const *,struct Upp::Tuple2<int,ch
ar const *> *,int)" (?Create@GLProgram@Upp@@@QAEXPBD0PAU?$Tuple2@HPBD@2@H@Z)
E:\Programy\upp\upp\out\reference\MSC10.Force_Speed.Gui.Sse2\GLDrawDemo.exe : fatal error LNK1120: 21 unresolved
externals
```

History

#1 - 03/12/2014 08:40 PM - Zbigniew Rebacz

The problem is with static linking. It seems that glew by default is using dynamic linking. Possible solution:

Define where you want for example at the beggining of glew.h(GLDraw package) file:

```
#define GLEW_STATIC
```

#2 - 03/12/2014 08:41 PM - Zbigniew Rebacz

- Category changed from GLCtrl to GLDraw

#3 - 03/22/2014 03:51 AM - Zbigniew Rebacz

- Status changed from New to Approved

- Assignee set to Zbigniew Rebacz