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Subject: Use Gstreamer with Upp

Posted by [Infausto](#) on Tue, 03 May 2016 10:29:53 GMT

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Hello everyone:

I'm trying to setup a project using Upp ControlLib and Gstreamer under Windows and MSYS2/MinGW-w64. All runs fine when building the examples of Upp, but when the linker options "-LD:/toolkit/artifacts/gst/1.0/x86\_64/lib -lgstreamer-1.0 -lgobject-2.0 -lglib-2.0 -lintl" are added in the "Package Organizer" dialog to build the "Hello World" example of Gstreamer, all goes to trash can.

Using the "All static" option in "Output Mode" dialog, i get a single error: "undefined reference to gst\_init", but when i pick the "Use shared libs", several errors are thrown.

Some of them are:

```
... uppsrc/Core/Other.h:121: undefined reference to `__cxa_throw_bad_array_new_length'
... /CtrlLib/MSYS_MinGW_w64_x86_64.Debug.Debug_Full.Gui.Mt.Share
d$blitz.o:$blitz.cpp:(.data+0xe30): more undefined references to `__gxx_personality_seh0'
```

The oddity is when i compile from prompt a Gstreamer sample that not use Upp and using g++, all works fine.

```
Here the command line: D:\toolkit\artifacts\msys2\mingw64\bin>g++ -mms-bitfields
-ID:/toolkit/artifacts/gst/1.0/x86_64/include/gstreamer-1.0
-ID:/toolkit/artifacts/gst/1.0/x86_64/lib/gstreamer-1.0/include
-ID:/toolkit/artifacts/gst/1.0/x86_64/include/glib-2.0
-ID:/toolkit/artifacts/gst/1.0/x86_64/lib/glib-2.0/include main.cpp
-LD:/toolkit/artifacts/gst/1.0/x86_64/lib -lgstreamer-1.0 -lgobject-2.0 -lglib-2.0 -lintl
```

Any ideas to solve this?

Many thanks in advance.