
Subject: Re: undefined reference errors when building

Posted by Y ++ on Mon, 23 Oct 2017 16:58:15 GMT

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Quote: If you have MS Visual Studio 20xx installed (it works with 2017 just as nice as with 2015 on my PC)

Ok, I leave it as it is (2015) This answered the question 3. Thanks rafiwui.

Quote: try using U++ for Windows without toolchain downloads and not the U++ for Windows with MinGW-w64 toolchain. That should work then.

Just tried (upp-win-11405) It does not show any build method too. I tried filling manually the "build methods" panel. The documentation

[https://www.ultimatepp.org/app\\$ide\\$GettingStarted\\$en-us.html#5_3](https://www.ultimatepp.org/appideGettingStarted$en-us.html#5_3) is not very helpful and this post [https:// www.ultimatepp.org/forums/index.php?t=msg&goto=46601&](https://www.ultimatepp.org/forums/index.php?t=msg&goto=46601&) ; is confusing to me. I re-tried what it is said with the U++ without toolchain and I get this error: o:\progs\upp\uppsrc\core\Core.h (45): fatal error C1189: #error : This version of U++ REQUIRES C++11

May I ask a screenshot of a working MSC (x64) configuration ?

Quote: you may not have installed VS on your system hard disk

Yes it can't. (disk space usage)

Quote: I had to give U++ the paths manually.

That would partially answer the question 2. How to do it ? The IDE documentation is not verbose on this. I unsuccessfully tried many paths. I need help on this if we can't figure why MinGWx64 doesn't work here.

Quote: it seems that Include files are included, but compiler does not find Library files.

I trust you and I can't figure out how you see this. Is it because of the .o files ?

Quote: Have you set all folders as indicated?

There isn't much error to do here as there are only two folder. I checked twice (more in fact). Can you confirm that it's anormal MinGWx64 cannot compile it as it's an example included in U++?

And, should I take care about the All static/Shared libs/All shared settings in the "build methods" panel ?