Subject: link libraries missing on link command (no -l)
Posted by polydev on Tue, 27 Dec 2022 12:59:19 GMT
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I am trying to build a simple SFML example.

So no UPP on this.

SFML is under D:\sfml and build of static libs are under D:\sfml\build\lib

Assembly is uppdev with only D:\upp;D:\sfml as nests.

I have a main package named lab01 under D:\upp\lab0

I have added D:\sfml\build\lib as lib path under build methods.
I have added sfml-window-s, sfml-main, sfml-graphics-s under project/Package Organizer (tried with and without a when option)
I have added PROTOTYPE under project/Main Package Configuration.

Compilation is OK but link fails as the -l option with libraries names is missing. Only -L is present:
Here is build log :

```
---- lab01 ( PROTOTYPE MAIN CLANG DEBUG DEBUG_FULL BLITZ WIN32 )
cd D:\upp\lab01
lab01.cpp
c++ -c  -I"D:\upp" -I"D:\sfml" -I"D:\sfml\build\lib" -I"D:\sfml\include" -I"D:\sfml\examples\include"
-I"D:/out/uppdev/lab01/CLANGx64.Debug.Debug_Full.Main.Prototype" -DflagPROTOTYPE
-DflagMAIN -DflagCLANG -DflagDEBUG -DflagDEBUG_FULL -DflagBLITZ -DflagWIN32
-gcodeview -fno-limit-debug-info -g2 -static   -fexceptions -D_DEBUG  -x c++ -std=c++17
"D:\upp\lab01\lab01.cp
   p"  -o "D:/out/uppdev/lab01/CLANGx64.Debug.Debug_Full.Main.Prototype\lab01.o"
compiled in (0:00.01)
C:\tools\upp\bin/clang/bin\c++.exe -c  -I"D:\upp" -I"D:\sfml" -I"D:\sfml\build\lib" -I"D:\sfml\include"
-I"D:\sfml\examples\include"
-I"D:/out/uppdev/lab01/CLANGx64.Debug.Debug_Full.Main.Prototype" -DflagPROTOTYPE
-DflagMAIN -DflagCLANG -DflagDEBUG -DflagDEBUG_FULL -DflagBLITZ -DflagWIN32
-gcodeview -fno-limit-debug-info -g2 -static   -fexceptions -D_DEBUG  -x c++ -s
   td=c++17 "D:\upp\lab01\lab01.cpp"  -o
"D:/out/uppdev/lab01/CLANGx64.Debug.Debug_Full.Main.Prototype\lab01.o"
lab01: 1 file(s) built in (0:01.01), 1016 msecs / file
Linking...
c++ -static -mthreads -mconsole -o
"D:\out\uppdev\CLANGx64.Debug.Debug_Full.Prototype\lab01.exe" -Wl,-pdb= -L"D:\sfml\build\lib"
-Wl,--stack,20000000
"D:/out/uppdev/lab01/CLANGx64.Debug.Debug_Full.Main.Prototype\lab01.o" -Wl,--start-group
-Wl,--end-group
ld.lld: error: undefined symbol: __declspec(dllimport)
sf::VideoMode::VideoMode(sf::Vector2<unsigned int> const&, unsigned int)
```

>>> referenced by D:\upp\lab01\lab01.cpp:33
>>> D:/out/uppdev/lab01/CLANGx64.Debug.Debug_Full.Main.Prototype\lab01.o:(main)

ld.lld: error: undefined symbol: __declspec(dllimport) sf::String::String(char const*, std::__1::locale const&)
>>> referenced by D:\upp\lab01\lab01.cpp:33
>>> D:/out/uppdev/lab01/CLANGx64.Debug.Debug_Full.Main.Prototype\lab01.o:(main)

ld.lld: error: undefined symbol: __declspec(dllimport) sf::Window::Window(sf::VideoMode, sf::String const&, unsigned int, sf::ContextSettings const&)
>>> referenced by D:\upp\lab01\lab01.cpp:33
>>> D:/out/uppdev/lab01/CLANGx64.Debug.Debug_Full.Main.Prototype\lab01.o:(main)

ld.lld: error: undefined symbol: __declspec(dllimport) sf::Window::setActive(bool) const
>>> referenced by D:\upp\lab01\lab01.cpp:36
>>> D:/out/uppdev/lab01/CLANGx64.Debug.Debug_Full.Main.Prototype\lab01.o:(main)

ld.lld: error: undefined symbol: __declspec(dllimport) sf::Window::~Window()
>>> referenced by D:\upp\lab01\lab01.cpp:188
>>> D:/out/uppdev/lab01/CLANGx64.Debug.Debug_Full.Main.Prototype\lab01.o:(main)
>>> referenced by D:\upp\lab01\lab01.cpp:188
>>> D:/out/uppdev/lab01/CLANGx64.Debug.Debug_Full.Main.Prototype\lab01.o:(main)

ld.lld: error: undefined symbol: __declspec(dllimport) sf::Context::getFunction(char const*)
>>> referenced by D:\upp\lab01\lab01.cpp:46
>>> D:/out/uppdev/lab01/CLANGx64.Debug.Debug_Full.Main.Prototype\lab01.o:(main)

ld.lld: error: undefined symbol: __declspec(dllimport) sf::WindowBase::getSize() const
>>> referenced by D:\upp\lab01\lab01.cpp:66
>>> D:/out/uppdev/lab01/CLANGx64.Debug.Debug_Full.Main.Prototype\lab01.o:(main)
>>> referenced by D:\upp\lab01\lab01.cpp:66
>>> D:/out/uppdev/lab01/CLANGx64.Debug.Debug_Full.Main.Prototype\lab01.o:(main)
>>> referenced by D:\upp\lab01\lab01.cpp:71
>>> D:/out/uppdev/lab01/CLANGx64.Debug.Debug_Full.Main.Prototype\lab01.o:(main)
>>> referenced 1 more times

ld.lld: error: undefined symbol: __declspec(dllimport) sf::Clock::Clock()
>>> referenced by D:\upp\lab01\lab01.cpp:138
>>> D:/out/uppdev/lab01/CLANGx64.Debug.Debug_Full.Main.Prototype\lab01.o:(main)

ld.lld: error: undefined symbol: __declspec(dllimport) sf::WindowBase::isOpen() const
>>> referenced by D:\upp\lab01\lab01.cpp:141
>>> D:/out/uppdev/lab01/CLANGx64.Debug.Debug_Full.Main.Prototype\lab01.o:(main)

ld.lld: error: undefined symbol: __declspec(dllimport) sf::WindowBase::pollEvent(sf::Event&)
>>> referenced by D:\upp\lab01\lab01.cpp:144
>>> D:/out/uppdev/lab01/CLANGx64.Debug.Debug_Full.Main.Prototype\lab01.o:(main)

ld.lld: error: undefined symbol: __declspec(dllimport) sf::Window::close()
>>> referenced by D:\upp\lab01\lab01.cpp:148
>>> D:/out/uppdev/lab01/CLANGx64.Debug.Debug_Full.Main.Prototype\lab01.o:(main)
>>> referenced by D:\upp\lab01\lab01.cpp:152
>>> D:/out/uppdev/lab01/CLANGx64.Debug.Debug_Full.Main.Prototype\lab01.o:(main)

ld.lld: error: undefined symbol: __declspec(dllimport) sf::Clock::getElapsedTime() const
>>> referenced by D:\upp\lab01\lab01.cpp:176
>>> D:/out/uppdev/lab01/CLANGx64.Debug.Debug_Full.Main.Prototype\lab01.o:(main)
>>> referenced by D:\upp\lab01\lab01.cpp:177
>>> D:/out/uppdev/lab01/CLANGx64.Debug.Debug_Full.Main.Prototype\lab01.o:(main)
>>> referenced by D:\upp\lab01\lab01.cpp:178
>>> D:/out/uppdev/lab01/CLANGx64.Debug.Debug_Full.Main.Prototype\lab01.o:(main)

ld.lld: error: undefined symbol: __declspec(dllimport) sf::Window::display()
>>> referenced by D:\upp\lab01\lab01.cpp:184
>>> D:/out/uppdev/lab01/CLANGx64.Debug.Debug_Full.Main.Prototype\lab01.o:(main)
clang-14: error: linker command failed with exit code 1 (use -v to see invocation)
C:\tools\upp\bin/clang/bin\c++.exe -static -mthreads -mconsole -o
"D:\out\uppdev\CLANGx64.Debug.Debug_Full.Prototype\lab01.exe" -Wl,-pdb= -L"D:\sfml\build\lib"
-Wl,--stack,20000000
"D:/out/uppdev/lab01/CLANGx64.Debug.Debug_Full.Main.Prototype\lab01.o" -Wl,--start-group
-Wl,--end-group
Error executing C:\tools\upp\bin/clang/bin\c++.exe -static -mthreads -mconsole -o
"D:\out\uppdev\CLANGx64.Debug.Debug_Full.Prototype\lab01.exe" -Wl,-pdb= -L"D:\sfml\build\lib"
-Wl,--stack,20000000
"D:/out/uppdev/lab01/CLANGx64.Debug.Debug_Full.Main.Prototype\lab01.o" -Wl,--start-group
-Wl,--end-group
Exitcode: 1

There were errors. (0:01.12)

Also as a minor thing -Wl shows up twice one by itself and once in a --start-group .. --end-group contruct.
Thanks for help.
Paul

Subject: Re: link libraries missing on link command (no -l)
Posted by jjacksonRIAB on Tue, 17 Jan 2023 10:30:20 GMT
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polydev wrote on Tue, 27 December 2022 13:59I am trying to build a simple SFML example.
I have added sfml-window-s, sfml-main, sfml-graphics-s under project/Package Organizer (tried with and without a when option)

Did you add them as "Libraries" or as "Static Libraries"? Also keep in mind that linker order is relevant so make sure you're linking your libs in the correct order or symbols may not be found.

sfml-audio, sfml-graphics, sfml-window, sfml-system.

SFML documentation also says you must define SFML_STATIC if you're using the static version.

Those __declspec(dllimport) sections suggest you may not have that defined but I'm not sure. You'll have to look at your SFML documentation.
