
Subject: console + WIN-GDI

Posted by [amando1957](#) on Mon, 05 Nov 2007 20:31:28 GMT

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Hello folks,

I am using WIN2K. At the console (without U++) the WIN-GDI-funcs are not supported obviously. So i tried a Core_console, with U++. Now the WIN-Clipboard-funcs are accepted, but not the SetPixel() (WIN-GDI):
(translated from German)

Linking...

```
core_console_win.obj : error LNK2019: not resolved external symbol '__imp__SetPixel@16', referred to in function "'void __cdecl ConsoleMainFn_(void)" (?ConsoleMainFn_@@YAXXZ)'
C:\upp\out\MSC71.Debug_full\core_console_win.exe : fatal error LNK1120: 1 unresolved external symbol
```

I need to cover the GDI-funcs at the console too, for drawing at the desktop, printer and memory-bitmaps. I had the same problem at a WIN2-project. Another WIN-func (for the soundboard) was accepted, but the GDI-funcs seem to be a problem.

Now well, that's a linker-error, but what to do? Do i need a particular lib for the WIN-GDI-funcs, or alike?

with kind greets
Martin

Subject: Re: console + WIN-GDI

Posted by [mrjt](#) on Tue, 06 Nov 2007 10:03:09 GMT

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You need to link with gdi32.lib and (probably) user32.lib.

The easiest way to do this is to create a console app and then add the Draw package to it. As bonus you can then use all the useful Draw functions.

James

Subject: Re: console + WIN-GDI

Posted by [amando1957](#) on Fri, 09 Nov 2007 11:40:05 GMT

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Hello folks,

Thanks for the hint. Now i have tried a console (with U++), added the Draw package, is running fine now, . Also with the CtrlLib-type it takes all the GDI.

However, only at the WIN32-project, i still get the linker error for "'__imp__CreateSolidBrush@4". Don't i need the same there, to add the Draw package?

with kind greets
martin