
Subject: Getting compile on Docking in bazaar
Posted by [silverx](#) on Wed, 31 Aug 2011 13:39:03 GMT
[View Forum Message](#) <> [Reply to Message](#)

When I try and compile and run Docking in bazaar I get the following error:

Linking...
LIBCMTD.lib(wincrt0.obj) : error LNK2019: unresolved external symbol _WinMain@16 referenced
in function __tmainCRTStartup
C:\upp\out\MSC9.Debug.Debug_full.Gui\Docking.exe : fatal error LNK1120: 1 unresolved
externals

I did a search for the WinMain@16, and could not find anywhere it is defined.

Not sure if it is what I want or not. I am really looking for having a man container and then be able
to open and close several windows of data inside of that under menu control. Any other working
examples of that?

Subject: Re: Getting compile on Docking in bazaar
Posted by [forlano](#) on Wed, 31 Aug 2011 21:44:54 GMT
[View Forum Message](#) <> [Reply to Message](#)

silverx wrote on Wed, 31 August 2011 15:39When I try and compile and run Docking in bazaar I
get the following error:

Linking...
LIBCMTD.lib(wincrt0.obj) : error LNK2019: unresolved external symbol _WinMain@16 referenced
in function __tmainCRTStartup
C:\upp\out\MSC9.Debug.Debug_full.Gui\Docking.exe : fatal error LNK1120: 1 unresolved
externals

I did a search for the WinMain@16, and could not find anywhere it is defined.

Not sure if it is what I want or not. I am really looking for having a man container and then be able
to open and close several windows of data inside of that under menu control. Any other working
examples of that?

It can be connected with this post
<http://www.ultimatepp.org/forum/index.php?t=msg&th=6141&start=0&>
five place below your post .
Luigi
