

Re: Issues with Porting VS6.0 MFC Projects to VS8.0 – Need Help

Source:

<http://www.tech-archive.net/Archive/DotNet/microsoft.public.dotnet.languages.vc/2006-08/msg00161.html>

- *From:* BK-Chicago <BKChicago@xxxxxxxxxxxxxxxxxxxxxxxxxxxxx>
 - *Date:* Fri, 4 Aug 2006 15:35:01 -0700
-

Thank you for looking into this.

This is what i have set in the Tools Option category.

```
<ToolsOptionsSubCategory name="VCDirectories"
RegisteredName="VCDirectories" PackageName="Visual C++ Project System
Package">
<PropertyValue
name="LibraryDirectories">Win32|$(VCInstallDir)lib;$(VCInstallDir)atlmfc\lib;$(VCInstallDir)atlmfc\lib\i386;$(VC
PC 2003
(ARMV4)|$(VSInstallDir)SmartDevices\SDK\PocketPC2003\lib\ARMV4;$(VCInstallDir)ce\atlmfc\lib\ARMV4;$(VC
2003
(ARMV4)|$(VSInstallDir)SmartDevices\SDK\SmartPhone2003\lib\ARMV4;$(VCInstallDir)ce\atlmfc\lib\ARMV4;$(
<PropertyValue
name="ReferenceDirectories">Win32|$(FrameworkDir)$(FrameworkVersion);$(VCInstallDir)atlmfc\lib\x64|$(Frame
PC 2003 (ARMV4)||Smartphone 2003 (ARMV4)|</PropertyValue>
<PropertyValue
name="ExcludeDirectories">Win32|$(VCInstallDir)include;$(VCInstallDir)atlmfc\include;$(VCInstallDir)PlatformSI
PC 2003
(ARMV4)|$(VCInstallDir)ce\include;$(VSInstallDir)SmartDevices\SDK\PocketPC2003\include;$(VCInstallDir)ce\atl
Server\Mobile\v3.0;|Smartphone 2003
(ARMV4)|$(VCInstallDir)ce\include;$(VSInstallDir)SmartDevices\SDK\SmartPhone2003\include;$(VCInstallDir)ce\
Server\Mobile\v3.0;|</PropertyValue>
<PropertyValue
name="IncludeDirectories">Win32|C:\Development\projects\Zipl_src;$(VCInstallDir)include;$(VCInstallDir)atlmfc|i
PC 2003
(ARMV4)|$(VCInstallDir)ce\include;$(VSInstallDir)SmartDevices\SDK\PocketPC2003\include;$(VCInstallDir)ce\atl
Server\Mobile\v3.0;|Smartphone 2003
(ARMV4)|$(VCInstallDir)ce\include;$(VSInstallDir)SmartDevices\SDK\SmartPhone2003\include;$(VCInstallDir)ce\
Server\Mobile\v3.0;|</PropertyValue>
<PropertyValue
name="SourceDirectories">Win32|$(VCInstallDir)atlmfc\src\mfc;$(VCInstallDir)atlmfc\src\mfcm;$(VCInstallDir)atl
PC 2003
(ARMV4)|$(VCInstallDir)ce\atlmfc\src\atl;$(VCInstallDir)ce\atlmfc\src\mfc;$(VCInstallDir)ce\crt\src\Smartphone
2003
(ARMV4)|$(VCInstallDir)ce\atlmfc\src\atl;$(VCInstallDir)ce\atlmfc\src\mfc;$(VCInstallDir)ce\crt\src\</PropertyVa
</PropertyValue>
```

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```
name="ExecutableDirectories">Win32|$(VCInstallDir)bin;$(VCInstallDir)PlatformSDK\bin;$(VSInstallDir)Common
Help
Workshop;$(FrameworkSDKDir)bin;$(FrameworkDir)$(FrameworkVersion);$(VSInstallDir);$(VSInstallDir)\SDK\v2
Help
Workshop;$(FrameworkSDKDir)bin;$(FrameworkSDKDir)lib\win64;$(FrameworkDir)$(FrameworkVersion);$(FxCo
PC 2003
(ARMV4)|$(VCInstallDir)ce\bin\x86_arm;$(VCInstallDir)bin;$(VCInstallDir)PlatformSDK\bin;$(VSInstallDir)Comm
2003
(ARMV4)|$(VCInstallDir)ce\bin\x86_arm;$(VCInstallDir)bin;$(VCInstallDir)PlatformSDK\bin;$(VSInstallDir)Comm
</ToolsOptionsSubCategory>
```

and i did set an env variable VCInstallDir to the correct path(which i am hoping would override whatever studio has)

```
C:\Documents and Settings\User>set VCInstallDir
VCInstallDir=C:\Program Files\Microsoft Visual Studio 8
```

Am I missing something.

Also want to mention that i do have 2 third party math libraries(*.lib) that are not built using VS2005. But they do link fine using VS2003 and VS6.00. Not sure if this should have any effect.

Regards
Bk

"Carl Daniel [VC++ MVP]" wrote:

"BK-Chicago" <BKChicago@xxxxxxxxxxxxxxxxxxxxxxxxxxxxxx> wrote in message news:895803B7-C2C0-477C-AADF-B6CDE1214A29@xxxxxxxxxxxxxxxxxxxxx

I am in the midst of porting a massive MFC application from VS6.0 to VS8.0.

While i have fixed most of the compile time errors, i do have quite a linker error that i have not been able to resolve. The error i get is

```
Error 100 error LNK2001: unresolved external symbol "public: virtual void
__thiscall CWnd::PostNcDestroy(void)"
(?PostNcDestroy@CWnd@@@UAEXXZ) Evenout.obj
```

I have about 200 of these on almost all the obj's that have a dialog in them(which is understandable). But i do see that the declaration of CWnd::PostNcDestroy() in the systems afxwin.h header which is public:

```
// for custom cleanup after WM_NCDESTROY
public:
virtual void PostNcDestroy();
```

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Do i need to refer to any particular version of SDK/ *.lib or am i missing something. Any help here would be appreciated.

Make sure that you're not still linking against the VC6 version of MFC. Check the project settings and the Tools|Options|Projects and Solutions|C++ Directories to make sure that the VS2005 directories are the only ones on the library search path.

-cd