

Re: WSCEnumProtocols link error

Source: <http://www.tech-archive.net/Archive/VC/microsoft.public.vc.language/2006-01/msg01156.html>

- *From:* "Igor Tandetnik" <itandetnik@xxxxxxxx>
 - *Date:* Wed, 25 Jan 2006 17:58:04 -0500
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yedong2005@xxxxxxxx wrote:

> I am using visual studio 8 to build a c program to generate x64 64-bit
> binary.
>
> The compilation goes through without error.
>
> When it comes to link, it reports the following two errors:
> myWin32socket.obj: error LNK2019: unresolved external symbol
> WSCEnumProtocols referenced in function open_socket
> myWin32socket.obj : error LNK2019: unresolved external symbol
> __imp_WSASocketA referenced in function open_socket
> myProgram.exe: fatal error LNK1120: 2 unresolved externals
>
> I checked out the MSDN library to lookup this function
> WSCEnumProtocols and got back to my source code, it did include the
> header file Ws2spi.h.

One line below it says

Link to Ws2_32.lib

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With best wishes,
Igor Tandetnik

With sufficient thrust, pigs fly just fine. However, this is not necessarily a good idea. It is hard to be sure where they are going to land, and it could be dangerous sitting under them as they fly overhead. — RFC 1925

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- *References:*
 - ◆ [WSCEnumProtocols link error](#)
 - ◇ *From:* yedong2005

Re: WSEnumProtocols link error

- Prev by Date: [*WSEnumProtocols link error*](#)
- Next by Date: [*Re: the process of debugging*](#)
- Previous by thread: [*WSEnumProtocols link error*](#)
- Next by thread: [*Moving files vs. copying*](#)
- Index(es):
 - ◆ [*Date*](#)
 - ◆ [*Thread*](#)