

Re: Create a console app under EmbeddedVC4, and debug it

Source:

<http://www.tech-archive.net/Archive/WindowsCE/microsoft.public.windowsce.embedded/2005-12/msg00089.html>

- *From:* "Paul G. Tobey [eMVP]" <ptobey no spam AT no instrument no spam DOT com>
 - *Date:* Fri, 9 Dec 2005 13:45:52 -0700
-

And where did you get that entry point name? You can't just make up random names and expect them to work. `mainACRTStartup` is what you want for a non-unicode, `_main` startup.

Paul T.

"Jin Li" <jin@xxxxxxxxxxxxxxxxxxxx> wrote in message
[news:%23lTHc4P\\$FHA.3136@xxxxxxxxxxxxxxxxxxxx](news:%23lTHc4P$FHA.3136@xxxxxxxxxxxxxxxxxxxx)

> Unfortunately, it's still not working...

>

> I changed the project settings -> link -> project options to:

>

>

> /entry:"mainCRTStartup" /subsystem:console

>

>

> Then compile it, got a link error:

>

>

> linking...

> LINK : error LNK2001: unresolved external symbol `_mainCRTStartup`

> emulatorDbg/hello.exe : fatal error LNK1120: 1 unresolved externals

> Error executing link.exe.

> hello.exe - 2 error(s), 0 warning(s)

>

>

> The link option of project settings is:

>

>

> `commctrl.lib coredll.lib $(CEX86Corelibc)`

>

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>
> I compared the settings of this project with that of the console project
> under PB, which runs OK, I couldn't see any difference. Could any one
> share some thoughts if possible?
>
> Regards
>
>
> "Paul G. Tobey [eMVP]" <ptobey no spam AT no instrument no spam DOT com>
> wrote in message news:%23OgyruESFHA.216@xxxxxxxxxxxxxxxxxxxxxxxxxxxx
>> Well, you're heading in the right direction, but that's the wrong value.
>> DllMainCRTStartup is, as the name implies, for DLLs. Your program is not
>> a DLL. Check the help. I think there's documentation of the right entry
>> point name for having main().
>>
>> Paul T.
>>
>> "Jin Li" <jin@xxxxxxxxxxxxxxxxxxxxxxxx> wrote in message
>> news:%23EKCXiESFHA.272@xxxxxxxxxxxxxxxxxxxxxxxxxxxx
>>> Thank you very much for both replies, and it really helped! I exported
>>> and then installed the SDK which has a console and now I can connect to
>>> it from Embedded VC4.
>>>
>>> I understand that WinMain is a console application, however, I really
>>> want to create a "main(int argc, char* argv[])" style console
>>> application, since we have some existing code that we want to compile
>>> it. So I replaced the WinMain with main, and under
>>> project->settings->link->project options, changed
>>> /entry:"WinMainCRTStartup" to /entry:"_DllMainCRTStartup", it compiles
>>> OK, but when run it, the printf inside main doesn't excute. I wonder if
>>> the settings I changed are correct, or there are some other things I
>>> should change...
>>>
>>> Regards
>>>
>>> "Bruce Eitman (eMVP)" <beitman.nospam@xxxxxxxxxxxxxxxxxxxxxxxx> wrote in
>>> message news:e4ypPvDSFHA.264@xxxxxxxxxxxxxxxxxxxxxxxxxxxx
>>>> Wouldn't compile, or wouldn't link? I suspect that it failed to link,
>>>> and that is because in your project settings it is set to use something
>>>> other than main. Change it, or your code so they match.
>>>>
>>>> --
>>>> Bruce Eitman (eMVP)
>>>> Senior Engineer
>>>> beitman AT applieddata DOT net
>>>>
>>>> Applied Data Systems
>>>> www.applieddata.net
>>>> An ISO 9001:2000 Registered Company
>>>> Microsoft WEP Gold-level Member
>>>>

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- **Follow-Ups:**

- ◆ **Re: Create a console app under EmbeddedVC4, and debug it**
◇ From: Jin Li

- **References:**

- ◆ **Create a console app under EmbeddedVC4, and debug it**
◇ From: Jin Li
- ◆ **Re: Create a console app under EmbeddedVC4, and debug it**
◇ From: Bruce Eitman \ (eMVP\)
- ◆ **Re: Create a console app under EmbeddedVC4, and debug it**
◇ From: Jin Li
- ◆ **Re: Create a console app under EmbeddedVC4, and debug it**
◇ From: Paul G. Tobey [eMVP]
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