
Subject: C++ complie SSGM2.0.2XWFDS
Posted by [SODPaddy](#) on Tue, 30 Aug 2011 12:38:40 GMT
[View Forum Message](#) <> [Reply to Message](#)

Quote:1>except.lib(unhandld.obj) : error LNK2019: unresolved external symbol __decode_pointer referenced in function "long __stdcall __CxxUnhandledExceptionFilter(struct _EXCEPTION_POINTERS *)" (?__CxxUnhandledExceptionFilter@@YGJPAU_EXCEPTION_POINTERS@@@Z)
1>except.lib(unhandld.obj) : error LNK2019: unresolved external symbol __encode_pointer referenced in function "int __cdecl __CxxSetUnhandledExceptionFilter(void)" (?__CxxSetUnhandledExceptionFilter@@YAHXZ)
1>scripts.dll : fatal error LNK1120: 2 unresolved externals
===== Build: 0 succeeded, 1 failed, 0 up-to-date, 0 skipped =====

Any idea how to fix this?
The problem comes with VS2010.

i also deleted except.lib to test

Subject: Re: C++ complie SSGM2.0.2XWFDS
Posted by [danpaul88](#) on Tue, 30 Aug 2011 15:52:54 GMT
[View Forum Message](#) <> [Reply to Message](#)

Which edition of VS2010? VS2010 SP1 installed? Version of Windows Platform API you are linking against?

Subject: Re: C++ complie SSGM2.0.2XWFDS
Posted by [SODPaddy](#) on Tue, 30 Aug 2011 17:28:33 GMT
[View Forum Message](#) <> [Reply to Message](#)

You mean Platform SDK ?

Subject: Re: C++ complie SSGM2.0.2XWFDS
Posted by [iRANian](#) on Tue, 30 Aug 2011 17:52:36 GMT
[View Forum Message](#) <> [Reply to Message](#)

If you remove those 'CxxSetUnhandledExceptionFilter' functions it should compile fine.

Subject: Re: C++ complie SSGM2.0.2XWFDS
Posted by [SODPaddy](#) on Tue, 30 Aug 2011 18:07:27 GMT

[View Forum Message](#) <> [Reply to Message](#)

where can i find it?

Subject: Re: C++ complie SSGM2.0.2XWFDS
Posted by [iRANian](#) on Tue, 30 Aug 2011 18:55:54 GMT

[View Forum Message](#) <> [Reply to Message](#)

dllmain.cpp if I remember correctly, just Ctrl+F for the function that is giving you issues.
