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Thread: [Unresolved external symbol - Boost \[Socket-io \]](#)

maype - March 31, 2020, 7:51 am

Hi guys,

The past 2 days, I have tried to make a console application that connects to a Socket-io Back-End. I'm not experienced in c++ and configuring external dependencies.

The errors I get:

```
Code Severity  Code  Description  Project  File  Line  Suppression State
Error  LNK1120  2 unresolved
externals  ConsoleSocketIO  ...\\x64\\Debug\\ConsoleSocketIO.exe  1
Error (active)  E1097  unknown attribute "no_init_all"  ConsoleSocketIO  C:\\Program Files
(x86)\\Windows Kits\\10\\Include\\10.0.18362.0\\um\\winnt.h  3886
Error  LNK2001  unresolved external symbol "class boost::system::error_category const &
__cdecl boost::system::generic_category(void)"
(?generic_category@system@boost@@YAAEBVerror_category@12@XZ)  ...
\\sio_client_impl.obj  1
Error  LNK2001  unresolved external symbol "class boost::system::error_category const &
__cdecl boost::system::generic_category(void)"
(?generic_category@system@boost@@YAAEBVerror_category@12@XZ)  ...
\\sio_socket.obj  1
Error  LNK2019  unresolved external symbol "class boost::system::error_category const &
__cdecl boost::system::generic_category(void)"
(?generic_category@system@boost@@YAAEBVerror_category@12@XZ) referenced in function
"void __cdecl boost::system::`dynamic initializer for 'errno_ecat'(void)"
(??_Eerrno_ecat@system@boost@@YAXXZ)  ... \\sio_client.obj  1
Error  LNK2001  unresolved external symbol "class boost::system::error_category const &
__cdecl boost::system::system_category(void)"
(?system_category@system@boost@@YAAEBVerror_category@12@XZ)  ...
\\sio_client_impl.obj  1
Error  LNK2001  unresolved external symbol "class boost::system::error_category const &
__cdecl boost::system::system_category(void)"
(?system_category@system@boost@@YAAEBVerror_category@12@XZ)  ...
\\sio_socket.obj  1
Error  LNK2019  unresolved external symbol "class boost::system::error_category const &
__cdecl boost::system::system_category(void)"
(?system_category@system@boost@@YAAEBVerror_category@12@XZ) referenced in function
"public: __cdecl boost::system::error_code::error_code(void)"
(??0error_code@system@boost@@QEAA@XZ)  ... \\sio_client.obj  1
I have search for hours on google, on some says :
```

- The error came from the fact that im trying to compile my application in 64 bit and Boost library is in 32 bits.

- I need to put extra defined constant in the header of my files, in order to skip these kind of error.

Im Using:

- Boost 1.55.0:

https://www.boost.org/users/history/version_1_55_0.html

- RapidJson 1.1.0:

<https://github.com/Tencent/rapidjson/releases>

- WebSocketpp 0.8.1:

<https://github.com/zaphoyd/websocketpp/releases>

- Visual Studio 2019

- C++14

- Windows 10

I have included the dependencies via VC++ Directories.

Im really lost on this. Can someone please give me hints, on help on this ? I have posted the solution on GitHub which you guys can download.

GitHub Source:

<https://github.com/isaelblais/socket-io-console.git>

Thanks in advance

Maype

saltycracker - March 31, 2020, 8:56 am

According to this link(from your link) you can download 64 bit binaries.

<https://sourceforge.net/projects/boost/files/boost-binaries/1.55.0/>

Why are you downloading an old Boost version?

maype - March 31, 2020, 11:51 am

Good questions... I Have tried with version 1.66.0 in 64 bit and it still does not work. I am using old version of boost because it the version required by the example I am using thats requires version 1.55.0 minimum.

Mysticism - March 31, 2020, 12:23 pm

I have tried using websocketpp but then I stumbled upon across this:

<https://github.com/machinezone/IXWebSocket>

I very much prefer it and it because the code is cleaner and the library has no dependencies. Maybe you shalt try that library out.

saltycracker - March 31, 2020, 12:23 pm

(Mar 31, 2020 11:51 AM)maype Wrote: [\[CITE\]](#) Good questions... I Have tried with version 1.66.0 in 64 bit and it still does not work. I am using old version of boost because it the version required by the example I am using thats requires version 1.55.0 minimum.

If its a problem with word size, then compile it as a 32bit program. C/C++ compilers are very accommodating.

I would try a C++ program with a simple Boost library and see if you can get that to compile. If that compiles then I would try adding the others.

Node: I would memorize this link ->

https://www.boost.org/doc/libs/1_72_0/more/getting_started/windows.html

From that page

Quote: Most Boost libraries are header-only: they consist entirely of header files containing templates and inline functions, and require no separately-compiled library binaries or special treatment when linking.