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# Undefined Reference when .h and .cpp files are in a source folder

[30\\_cc\\_cpp](#) , [cpp-fundamentals](#)

[Michael\\_King](#) #1 March 19, 2023, 12:11am

Hello, I'm trying to continue building out my C++ project and organize it the way I like. That includes moving the .h and .cpp files in to a source folder called "src."

Unfortunately, I'm no longer able to compile. I get this error:  
undefined reference to `PlayerCharacter::PlayerCharacter(int, int)`

How can I configure the project so that I can include .h files from the "src" folder in my main.cpp file?

[Tuomo\\_T](#) #2 March 19, 2023, 1:25pm

Hi Michael,

The reason why this doesn't work initially is because the project files are configured to only look for .h and .cpp files in the **root of your project**. However, there is a way to configure your project to look in folders.

In `tasks.json`, you want to change the line `"OBJS=*.cpp"`, to `"OBJS=$(wildcard *.cpp) $(wildcard */*.cpp)"`, for whichever operating system you're using. Here's an example where I setup a project to allow two levels of folders.

```
.vscode > tasks.json > [ ] tasks > [ ] 0 > [ ] windows > [ ] args > [ ] 2
8      "type": "process",
9      "command": "make",
10     "args": [
11       "PLATFORM=PLATFORM_DESKTOP",
12       "BUILD_MODE=DEBUG"
13     ],
14     "windows": {
15       "command": "C:/raylib/w64devkit/bin/mingw32-make.exe",
16       "args": [
17         "RAYLIB_PATH=C:/raylib/raylib",
18         "PROJECT_NAME=${fileBasenameNoExtension}",
19         "OBJS=$(wildcard *.cpp) $(wildcard */*.cpp) $(wildcard */*/*.cpp)",
20         "BUILD_MODE=DEBUG"
21       ]
22     },
23     "osx": {
24       "args": [
25         "PROJECT_NAME=${fileBasenameNoExtension}",
26         "OBJS=*.cpp",
27         "BUILD_MODE=DEBUG"
28       ]
29     },
30     "linux": {
31       "args": [
32         "PROJECT_NAME=${fileBasenameNoExtension}",
33         "DESTDIR=/home/linuxbrew/.linuxbrew",
34         "RAYLIB_LIBTYPE=SHARED",
35         "EXAMPLE_RUNTIME_PATH=/home/linuxbrew/.linuxbrew/lib",
36         "OBJS=*.cpp",
37         "BUILD_MODE=DEBUG"
38       ]
39     }
40   ]
41 }
```

1 Like

**Michael\_King** #3 March 19, 2023, 1:25pm

That fixed it, thank you so much!

**system** closed #4 March 20, 2023, 1:26pm

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