
Subject: Re: Project files for MS Visual Studio
Posted by [Novo](#) on Tue, 10 Jul 2007 04:15:37 GMT
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okigan wrote on Thu, 05 July 2007 17:14 If *.iccp file compiled into the library (as a regular cpp) the linker will drop the object code from them since they are not referenced inside the library itself.

theIDE has a work around for this, but to make it work with other IDE's one would have to use non-standard extensions to force the linker to reference the code in iccp file. Snapshot for VS2005 attached. (Is it not?)

Another approach is to link with *.obj files corresponding to *.iccp with the target executable....

-Igor

I've played with "Force Symbol References" in VS 7.1. I've set it to ?CtrlSetDefaultSkin@Upp@ @YAXP6AXXZ0>@Z . No luck at all. Got the same flat gray interface.

I don't think many people will want to link their applications against Core_init.obj, CtrlCore.obj, CtrlLib.obj, Oracle_init.obj, e.t.c in addition to appropriate static libraries.

IMHO it is just a bad idea to use special linking rules instead of explicitly referencing symbols in icpp files. It is just a bad practice. Trying to solve that problem is just waste of time.

Ultimate++ is either usable with Visual Studio or not. At this particular moment it is not usable. (Of course, you can explicitly call SetSkin(ChHostSkin) in your application as I did.)