
Subject: Re: Project files for MS Visual Studio
Posted by [okigan](#) on Fri, 13 Jul 2007 22:22:11 GMT
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Novo wrote on Tue, 10 July 2007 00:15

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.

Yeah... i did not feel those are easy to get working.

Novo wrote on Tue, 10 July 2007 00:15

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.

Agree, it's a pain and strange. Though works consistently.

Novo wrote on Tue, 10 July 2007 00:15

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.

How about adding #pramga lib to bring in thouse *.obj files?

Novo wrote on Tue, 10 July 2007 00:15

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.)

Or how about modifying a macro (e.x. GUI_APP_MAIN) to reference thouse functions? And yes upp is not yet usable in VS.

-Igor