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Subject: Re: Building & using U++ without TheIDE  
Posted by [sergei](#) on Thu, 13 Sep 2007 00:21:51 GMT  
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OK, I found what caused the first problem. Turns out merely linking to libUppd.a was enough to turn a simple Win32 app that displays a message box into a bzip2 compressor I was surprised to get this in the command line from a GUI app:

```
D:\Dev\0\1\GUITest\bin\Debug>guitest
guitest: I won't write compressed data to a terminal.
guitest: For help, type: `guitest --help'.
```

```
D:\Dev\0\1\GUITest\bin\Debug>
```

I never knew WinMain can be overridden by a lib. The source didn't reference U++ in any way. I indeed didn't remove some forgotten sources (including bzip2 commandline). I tried and indeed, placing main and WinMain in same file, precedence goes to main, regardless of which is first.

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