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Subject: Re: Building & using U++ without TheIDE  
Posted by [sergei](#) on Mon, 17 Sep 2007 09:07:41 GMT  
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It's UTF-16. And the problem is solved by ignoring it - non-main plane characters aren't supported.

My attempts of creating a static lib have slowly become attempts to simulate BLITZ outside TheIDE. Overall, they ended up successfully. This isn't BLITZ yet, but build times are better than with precompiled header. EXE size is bigger, though (the way I implemented this, packages are either not included, or included as a whole - so even a basic GUI app would have all widgets and lots of other packages compiled and linked).

Animated Hello example (full rebuild):

Code::Blocks svn4421 / MinGW 3.4.5 (Debug) : 1:18 / 241 warnings / 11.7MB.

Code::Blocks svn4421 / MinGW 3.4.5 (Release): 2:59 / 252 warnings / 3.3MB.

TheIDE 708dev2b / MinGW 3.4.2 (Debug): 1:11 / 0 warnings / 13.2MB.

TheIDE 708dev2b / MinGW 3.4.2 (Optimal): 2:39 / 1 warning / 1.6MB.

Modifying the source to work as SCU on a per-package basis isn't so difficult. There were several "cosmetic" changes - adding underscores / commenting to prevent "redefined" errors (there are very few conflicting symbol names in U++, yet they exist). But there was one large change - instead of the included 1.1.4 / 1.2.2 zlib, I had to use zlib 1.2.3 and seriously modify it. For one, in SCU all files are compiled as C++, and zlib is K&R C - modifying all function declarations was necessary. Then, there were many conflicts between different c files, more in overall than in whole U++ without zlib. I couldn't resolve the conflicts in bundled zlib version, but I managed to in zlib 1.2.3 (underscores, include guards, etc.).

I could upload modified files if anyone is interested in trying it out / modifying main source. Would be nice if main U++ source could include at least the minor changes (without zlib), that way only replacing zlib would be necessary.