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Subject: Re: Building & using U++ without TheIDE  
Posted by [mirek](#) on Sat, 27 Oct 2007 17:40:33 GMT  
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sergei wrote on Sun, 21 October 2007 19:39  
Will you add my zlib (and png) plugins to the source tree?

I am hesitating a lot. I see no problem with updating those to the newer version; but I do not like fixing 3rd party code too much...

(I believe there are often even legal issues involved...)

BTW, what about suggesting your patches to original authors? That, IMO, would be the correct approach.

Quote:

Out of curiosity, am I right that ReplaceText wasn't supposed to become ReplaceTextA in RichEdit, and it just happened to work fine that way?

The truth is we do not care. If any identifier \* is replaced by \*A everywhere, it makes little difference.

Quote:

Regarding NetNode, it's good to see it developing, I just didn't like it being part of Core, requiring another library for even a trivial U++ app.

Well, the library is a standard part of Win32 API. U++ links to many Win32 .dlls, one more or less does not make any difference.

Mirek

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