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Subject: Re: Building & using U++ without TheIDE  
Posted by [mirek](#) on Sun, 04 Nov 2007 11:34:29 GMT  
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sergei wrote on Thu, 01 November 2007 07:30Any feedback? Will this PNG be accepted to source tree?

Apologies, too many things going on...

It is now accepted. Thanks, good job. (I only put zlib.h directly into /lib, as I believe #include "" would not be able to fetch it from plugin/png with GCC).

Quote:  
And what regarding ReplaceText

I think I was clear enough. I do not think it is the fault of existing U++ code. I am not going to rename ReplaceText.

(Note that there are more possible name clashes in U++, all of them are resolved as long as the normal ("makefile") or U++ BLITZ is used.).

Quote:  
, zlib, warnings?

Well, if only the exactly the same thing would be possible for zlib

Warnings: I will look into that soon (remind me if I do not).

Mirek

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