Subject: Re: Building & using U++ without TheIDE
Posted by sergei on Tue, 06 Nov 2007 13:07:41 GMT

luzr wrote on Mon, 05 November 2007 12:10Update: So it seems nearly impossible to solve that without changing #include "zlib.h" in png.h.

If I put "fake" zlib.h as you did into plugin/png, it does not seem to work with mingw. With zlib.h in lib, it does not work with MSC...

So with this ugly thing, it is now back again...

Mirek

How about 2 fake zlib.h? One in lib for MinGW, one in png for MSVC.

ReplaceText - OK. I can add the define in my SCU headers, that way uppsrc doesn't change.

zlib - there's absolutely no way to make K&R style fucntions work in C++. Though I might add another UppBase.c file, to compile C plugins there. That way it *might* work.

jpg - what about it, same as zlib? It's 1998, they aren't gonna change it

Edit: thinking of it, how does BLITZ handle C plugins? They aren't BLITZ-approved, so each file is compiled separately as a C-file?