Subject: libnodave dll/lib include
Posted by Daniel_Sun on Wed, 10 Nov 2010 08:30:58 GMT

Hey,

I'm trying to use libnodave, a free library for connection to Siemens PLC's, with ultimate++.
I've used it with Visual C++ before.

But right now I have no idea how to include this library to u++.

I have got a libnodave.dll and a libnodave.lib.

In VC++ I've just added the .lib and .dll to the Resourcefiles in my Project and also put them
where the .exe would be. Also I've added the path to .lib in the Linkersettings.

In my programmcode I just added the following lines:
#define BCCWIN

#include "nodavesimple.h"
#include "openSocket.h"
Of course I've put these header files in the Projectfolder.

After this I could use all functions from libnodave.

And now my Question. How do I accomplish the same thing in U++?