Subject: Re: libnodave dll/lib include
Posted by dolik.rce on Wed, 10 Nov 2010 10:01:02 GMT
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Hi Daniel,

Welcome to the forum

In U++ it is maybe even simpler. All you have to do is to open package organizer (Project > Package organizer) choose your package, right click in the (probably still empty) and from the contex menu select new libraries. Fill in the name of libraray, in your case "nodave" (the lib prefix and extension are filled in by compiler). The when field can be used to specify more restrictions based on flags, e.g. WIN32 to use this library on windows only (read this part of manual to find out more).

Now if you add the includes to your code just as with Visual c++. You can also add the headers into your project, so that Assist++ parser can parse them and offer you the functions defined inside in code completition, navigator etc.

Best regards,
Honza

PS: If the linker complains that it can't find the library you will have to move it somewhere else, or add the path to search to your build method or in package organizer (using New linker options from the context menu).