

---

Subject: Re: Appearance errors in HelloWorld app build with MSVC++ 10

Posted by [dolik.rce](#) on Thu, 05 May 2011 13:13:47 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Dolphin wrote on Thu, 05 May 2011 14:29My current solution simply adds the ICCP files of U++ to the source files of the application in the CMake build step. Then the ICCPs get compiled to object files and are directly linked with the rest of the application. Surely not the best method, but for now it works.

This is in fact the same approach as is used by theide and all other build systems. Also it is probably the only possible solution. The code in icpp files is often not referenced from anywhere else, so linker can mistakenly throw it away, if linked in any other way.

Honza

---