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Subject: Re: Linking standard libraries

Posted by [mirek](#) on Mon, 30 Jan 2012 07:45:07 GMT

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dolik.rce wrote on Sun, 29 January 2012 16:03Hi everyone,

Is there any important reason why we use our own copy of some common standard libraries, such as libjpeg or libbz2 on platforms where they are almost always present as shared libs?

I guess nothing else than to reduce number of required prerequisites to run U++. In theory, embedding the code covers more platforms than not to.

But I agree that we perhaps should 'move' some libraries to png-like state.

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