mirek wrote on Mon, 30 January 2012 08:45I 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.

I wonder if there is some way to figure out if there is given library present at compile time? So that we could switch between the outer linking and embedded code as necessary... OTOH, this would probably lead to having such code in TheIDE and stronger dependency of U++ on this particular IDE, which is not a good thing.

So what about adding a flag into each of these libraries, something like EMBED_JPG? It would be always on for win32 and on other platforms, developer can use it only when he needs it (e.g. when he knows he will ship his app to system where libjpeg is missing)?

Honza