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Subject: Re: Linking standard libraries

Posted by [dolik.rce](#) on Tue, 31 Jan 2012 20:50:16 GMT

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mirek wrote on Tue, 31 January 2012 20:11bz2 patch applied, but unfortunately it is not possible to do the same thing with jpeg - its internal headers lack include guards, and even with them, it is not possible to mix files beacause of #defines.

Maybe the solution here is to add proxy .c files for all jpeg sources...

I like to believe anything is possible I'll try to look at it. And BTW, I've noticed that the libjpeg in U++ is very old. If the README file is correct then 14 years and definitely more than 4 years (based on commit date). I'll try to upgrade it in the process to version 8, preferably to the lijpeg-turbo implementation, which uses SIMD instructions to make everything faster and should be also more memory efficient.

Honza

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