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Subject: Re: Linking standard libraries

Posted by [Sender Ghost](#) on Fri, 03 Feb 2012 11:04:42 GMT

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cbpporter wrote on Mon, 30 January 2012 20:58 After the change will be optionally still be able to link statically with U++ local packages?

I guess, no. Like with plugin/png already.

In case you interested in such approach, I made mentioned solution.

It is possible to use .NOEXTLIB main configuration flag to use local U++ packages. Currently, for bzip2, jpeg, tiff, png, zlib libraries.

But such approach requires some maintenance on the files of the libraries (adding "#if flagNOEXTLIB || flagWIN32" to begin and "#endif" to the end of the \*.c/cpp files), in case of updating. Also, it will be still possible to explore U++ libraries with current Assist++ (compared to "import by #include" solution).

You could find changed files and diff file (based on 4524 revision) for such solution in the attachment.

Edit: There is also second method.

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### File Attachments

1) [noextlib\\_r4524\\_first.zip](#), downloaded 371 times

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