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Subject: Re: Linking standard libraries

Posted by [dolik.rce](#) on Fri, 03 Feb 2012 12:19:54 GMT

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Sender Ghost wrote on Fri, 03 February 2012 12:04cbpporter wrote on Mon, 30 January 2012 20:58After 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 bz2, jpeg, tiff, png, zlib libraries. I would like to have such flag too, just in case. Even better if it could be controlled on per package basis as well. E.g. .NOEXTLIB would switch all and .NOEXTPNG would use only plugin/png as static. It should be simple to do.

Sender Ghost wrote on Fri, 03 February 2012 12:04But 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).

Well, the maintenance could be probably automated, using a script, so it is not a big deal. Of course the "import by include" method makes this easier, but as you mentioned it hides the files from Assist (although I don't remember ever looking into those sources...). There is also third option, having separate package for library sources (example for jpg here), which would take the best of both previous options, for the price of having longer package list...

I think the final decision won't be easy, there is many options and each has its pros and its cons...

Honza

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