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Subject: Re: Building U++ for MinGW32

Posted by [pcfreak](#) on Sun, 13 Jul 2014 10:54:48 GMT

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Thank you for the detailed explanation.

I am familiar with this constructor magic and I now that there are some additions needed to force their linkage.

Yes it is doable, but I guess that would be a bit more effort than what I thought it would be.

I thought there was a way to easily pack everything together into a library file (.a for gcc, .lib for vc) and link that to the final executable.

My toolchain simple consists of Makefiles calling GCC's compiler and linker. Nothing more.

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