Subject: Re: Building U++ for MinGW32
Posted by mirek on Mon, 14 Jul 2014 11:18:58 GMT

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pcfreak wrote on Sun, 13 July 2014 12:54Thank you for the detailed explaination.
I am familier with this constructor magic and I now that there are some addions needed to force their linkage.
Yes it is doable, but I guess that would be a bit more affort 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.

Well, OTOH, perhaps the issue can be taken from the different angle.... Once you decide how to "split" uppsrc into libraries, it would be relatively easy to produce single "InitXXX" per library.

Splitting into libraries is quite interesting task, though.

Perhaps:

"Core" (including all non-GUI plugins and everything that can run in console mode, including Draw)
"GUI" (including everything that requires GUI, CtrlCore, CtrlLib, RichText, Report....)
"SQLCommon"
then there should be single interface library per DB engine (PHSQL, MYSQL...)

I guess, for the first iteration, that would be enough. Specialities like Skylark or Turtle are not needed now...

Mirek