
Subject: U++ as shared dll

Posted by [kaka](#) on Tue, 09 Jun 2015 14:52:29 GMT

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Hello,

Sorry for my english.

Is it possible to use U++ as a shared library ?

I found a way to build shared dll with option "All shared" in build options(ex : Mingw Optimal) and the result is several dll : core.dll draw.dll plugin_bmp.dll, plugin_png.dll plugin_z.dll richtext.dll

but how to use them for my project ?

I seems that the u++ framework is included in exe file as static library.

Thanks for your help
