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Subject: Re: Link Libraries

Posted by [Novo](#) on Sat, 09 Dec 2017 04:35:35 GMT

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U++ is using several tricks usually unknown to the VS users.

In general, you can compile any UPP project (ide, for example) using either TheIDE or umk with Blitz disabled. In this case you will get static libraries for each UPP package. Link your app in VS against them. You will most likely need to link your app against several separate obj-files if you see missing symbols during linking.

Hope this helps.

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