Hello, and welcome to Upp forums!

I am not familiar with that package, but I am familiar with using 3rd party packages -especially C libararies- in U++ libs and apps.

My strategy would be to first successfully compile the relevant 3rd party package separately on the target platform (using make, or cmake if possible), and then look into the config.h (or whatever config files created by configure/make/cmake. They usually create a final config.h which contains the necessary preprocessor flags that will let the package compile). Then add the source code of the given package to my app, and it's config.h (or whatever it is named) file.

Since this package supports Windows and MinGW, same strategy should apply to the MinGW builds.

This method always worked for me.

Best regards,
Oblivion