Subject: Re: Compiling own library in TheIDE
Posted by Arvidas on Tue, 11 Feb 2020 10:41:17 GMT

Hi,
I am new in TheIDE, earlier i was using CodeBlocks but it is too bugy.
TheIDE is not intuitive, so i need a few answers.
I'm trying include directories to GLFW 3.3.2 library, and GLEW 2.1.0(i know it is inside TheIDE)
Setup -> Build methods -> INCLUDE directories(.h, .hpp) and -> LIB directories(.lib, .a)
I added in Package organizer link options: -lglfw3 -lgdi32 -lglew32s -lglu32 -lopengl32
 but TheIDE can't see files.

Please tell me step by step how to do it right.