Subject: Re: Building applications
Posted by mirek on Wed, 12 Aug 2020 13:39:00 GMT

normvcr wrote on Wed, 12 August 2020 04:17Thank you for the replies! Here is a screen shot of my Build Methods. As you can see, there are no folders listed under LIB directories. The folders that you are showing are under C:\Upp\Clang, these do not seem to be the implementation libraries for Ultimate++. For example, why are the SDL libraries stored under C:\Upp? Are these not generic SDL implementation libraries?

U++ for Win32 ships with a couple of external libraries, that is what you see there.

Quote:
 It seems to me that Ultimate++ does not provide a way to create the Ultimate++ libraries....??

That is about correct. Not that it would not be possible, but they are not needed. Nobody cares too much.

In this regard, please consider the situation similar to e.g. Python - would you expect library files for Python libraries?

Any intermediate files are considered the implementation detail (.a files are sometimes produced, sometimes not, whichever fits the required build better).

That frankly means that you are required to use at least umk to build U++ projects. OTOH, you will not have to deal with library paths, build setup, include paths etc.. anymore.

Mirek