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Subject: Re: How to compile thrid-party packages?  
Posted by [arixion](#) on Wed, 11 Oct 2006 06:27:03 GMT  
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luzr wrote on Wed, 11 October 2006 13:48arixion wrote on Mon, 09 October 2006 09:44Hey,  
I'm doing some testing with Blender and Irrlicht, and am wonderign if I could use the makefiles provided in their software packages to compile the programs. But I don't seem to see such a function in the IDE. Is there any way to achieve this? IMHO, how do u compile third-party libraries (those w/o UPP packages to go along) like OGRE and Irrlicht using The IDE, or is that impossible?

puzzled newcomer

It depends. Usually we prefer to convert them to the package and use some glue code to make it U++ like. These packages are usually in the "plugin", like "plugin/png" - go there to get the idea.

Alternative approach is to compile the library using makefile and add it as existing lib (Package organizer..., right click the right pane, choose "Add library...")

Mirek

hmm... How do I convert it into the package? Because I really don't wish to dl CodeBlocks juz so that I can compile other packages.

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