
Subject: Re: Gearing up for 2022.1 release...
Posted by [Novo](#) on Wed, 06 Apr 2022 17:21:25 GMT
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Another issue.

Linking options from the "Output mode" dialog completely overwrite these options from a builder. This is fine when you develop for only one platform. ("All static" for Windows and "Use shared libs" for POSIX)

But when you need to cross-compile this becomes a problem.

Suddenly your Windows apps start requiring dependencies ...

It took me quite a lot of time to realize that.

P.S. Interesting, what happens in case of umk ...
