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Subject: Re: Build U++ with CMake and Clang Example  
Posted by [devilsclaw](#) on Fri, 30 Jun 2023 20:46:07 GMT  
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NOTES:

This currently build everything statically but it would be easy to make it build as a dll or shared linux lib.

The windows version currently build for 32bit but its easy to change to 64bit but you will need to get the correct clang compiler to do it.

Plugin: FTP is not compiled with this due to it being GPL and would force all projects to GPL instead of BSD friendly

This also builds with debug information and the generated a debug file for debugging and then strips it out which normally generate a 5 to 6mb exe file in windows

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