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Subject: Re: How to compile thrid-party packages?  
Posted by [mirek](#) on Sun, 05 Nov 2006 09:08:12 GMT  
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You can consider each line in package organizer right pane as if - then.

E.g. for libraries

if(when) add\_library;

Means any line with true condition is used. (And empty when is true).

I am not quite sure what you mean by intermediate targets.

E.g. for MSC builder, extensions considered are

- .c .cpp .cc .cxx - C++ source files
- .icpp - C++ source files that are forced to be linked into executable
- .rc - windows resource files
- .brc - U++'s binary resource files
- .obj - object files
- .lib - library files

Files with other extensions are ignored, \*unless\* custom build step is specfied for them that converts them to any of above formats.

With files from above set, it is pretty clean what has to happen. Internal processing (compiling them to .obj files or other intermediate formats) is considered "implementation detail".

Mirek