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Subject: Re: How to compile thrid-party packages?  
Posted by [arixion](#) on Sun, 05 Nov 2006 10:33:06 GMT  
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luzr wrote on Sun, 05 November 2006 17:08 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

As in,

e.g. for libraries:

If let's say I have 2 lines saying:-

KETSJI libketsji.lib

FTGL ftgl.DLL

What will be the effect of a build method (as specified on the toolbar) which says "SUMO FTGL"?  
Will it include both libraries or none at all?

As for intermediate targets:-

As an interesting experiment, I was seeing if I could UPP-rize blender code. Blender doesn't compile everything together at one time. It compiles a set of projects before it compiles the main application. What its makefile and SConscript do is to compile a set of libraries/DLLs and then compile the main program and link to these DLLs and/or libraries. Is it possible to achieve all this within one UPP project, or is there anything more to do in UPP?

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