
Subject: Re: How to compile thrid-party packages?
Posted by [mirek](#) on Sun, 05 Nov 2006 13:22:09 GMT
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Well, what is in the toolbar "SUMO FTGL" is "Main package configuration", no build method...

Now FTGL matches sets of flags, so ftgl.dll would be compiled.

Blender - well, not really yet. So far, U++ allows just single "final target", which is usually executable (but can be .dll). If future, there will be multiple main targets, so this will be possible.

Mirek
