
Subject: Re: How to compile a upp program in MS Visual Studio?

Posted by [mirek](#) on Mon, 05 Feb 2007 19:02:07 GMT

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okigan wrote on Mon, 05 February 2007 12:57

I have problem with library init code which sits in the *.icpp files (why the need for separate extention?). For example the png/bmp lugins do not get loaded... what gives?

-okigan

Well, .icpp solved an interesting problem:

Global variables have to be constructed before program starts. This can be used to put initialization code into constructors of dymmt empty variables. So far so good.

Anyway, U++ packages are compiled into .lib files so that linker can eliminate unreferenced = unused .obj (in release mode) files. Unfortunately, files with initialization are quite often unreferenced, because it is the initialization that binds them with the rest of library (e.g. raster encoder/decoder plugins register image format). Means linker kicks them out of project.

.icpp is the solution to this poble as it tells build system to always link in the object file.

Mirek
