Subject: Re: How to compile a upp program in MS Visual Studio?
Posted by okigan on Mon, 05 Feb 2007 20:29:24 GMT
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Mirek,

yeah, found some message that mentions that "*.icpp files are
forced to be compiled into the project".

I see the problem (had to resolve this on a number of projects
though no perfect solution came up).

So the *.icpp through kind of a monkey wrench into configuring
of the client projects. I like the ability of VS to just
specify which projects are dependencies and it resolves linker

I did a bit better than adding the *.icpp files into the client
project as the dependency can be solved at the liker level: ex.
BmpReg.obj is placed into $(OutDir) and added as input for the
linker. At least this way the client does not have to know how
to compile the plugins.

Another way is to make a DLL instead of lib which will make one
rather big file instead of current method which allows linker
to cherry pick func/classes whether they are used or not.

So any input on how to make this easier to configure client
project is welcome.