
Subject: static libraries?

Posted by [ebojd](#) on Wed, 07 Feb 2007 09:54:23 GMT

[View Forum Message](#) <> [Reply to Message](#)

Is there a way to build static libraries? The package creator lists "Win32 DLL", but no static libs. Also, when I built a Win32 DLL and included it in an app the app could not find the DLL on execution (whether compiled static or shared). As a note, I could compile and link with the manufactures .lib drivers, but not my own recompiled version.

This brings up two issues:

1) creation of shared libraries that will compile under Win32, Linux, and OSX. This will require appropriately wrapping the windows and *NIX specific code in the template.

2) creation of static libraries that will build under all OS's (maybe this can be done by not using a template at all and setting up by hand. What is the preferred method for setting up static libs if any?