
Subject: Re: howto set U++ to comple for non-c++ source?

Posted by [ebojd](#) on Sat, 28 Apr 2007 15:20:31 GMT

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For those who might be interested it was actually easy. I set a compiler flag "GCC: -x c " and then simply defined an external wrapper around my entry point:

```
extern "C" {  
    int old_main (int argc, char *argv[]);  
};
```

and it worked like a charm.

The only real problem I can see is that the package depends on GD, PNG, PDF, fontconfig, and a few others. I cannot compile the plugin/*'s for these because I have to compile them with a C not C++ compiler.

EBo --