
Subject: Always compiling libraries when creating new project?

Posted by [anta40](#) on Tue, 05 Feb 2019 15:05:09 GMT

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

I notice that every time I create new project/package in UPP, some libraries will be compiled first. E.g when creating console apps, UPP will always compile these packages before compiling your actual code.

Quote:

----- Core (GUI MSC17 MSC WIN32) (7 / 10)

----- plugin/z (GUI MSC17 MSC WIN32) (8 / 10)

----- plugin/png (GUI MSC17 MSC WIN32) (9 / 10)

This is similar with creating Java projects using maven. Each time maven is invoked, first it will download required Java libs from repository.

Isn't this a time consuming process, because it has to be repeated over and over again?

Pardon my ignorance. This is mostly curiosity, not a criticism

Subject: Re: Always compiling libraries when creating new project?

Posted by [mirek](#) on Wed, 06 Feb 2019 08:32:09 GMT

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

anta40 wrote on Tue, 05 February 2019 16:05I notice that every time I create new project/package in UPP, some libraries will be compiled first.

E.g when creating console apps, UPP will always compile these packages before compiling your actual code.

Quote:

----- Core (GUI MSC17 MSC WIN32) (7 / 10)

----- plugin/z (GUI MSC17 MSC WIN32) (8 / 10)

----- plugin/png (GUI MSC17 MSC WIN32) (9 / 10)

This is similar with creating Java projects using maven. Each time maven is invoked, first it will download required Java libs from repository.

Isn't this a time consuming process, because it has to be repeated over and over again?

Pardon my ignorance. This is mostly curiosity, not a criticism

It is not 'always' - these are stored based on compilation flags and some other settings - that is that set "GUI MSC17 MSC WIN32". If you start another project and this set will be the same, theide will reuse files from previous compilation.

That said, yes, in general, it is common to compile 'library' code in u++.

Mirek
