Subject: Compiling own library in TheIDE
Posted by Lucas on Mon, 10 Feb 2020 19:59:10 GMT
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Hello.

I have recently decided to switch from Code::Blocks to TheIDE and I am developing a small library. I encountered problems while doing so. There are no templates when creating new project that would be suitable for libraries. I created empty project and I can not find any options to turn its output to a lib (I need both Windows and Linux). It is obviously complaining about a lack of main function. Its been really frustrating and I can not find any solution nowhere on this forum.

edit: I am interested in static libraries.

Lucas.

Subject: Re: Compiling own library in TheIDE
Posted by Arvidas on Tue, 11 Feb 2020 10:41:17 GMT
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Hi,
I am new in TheIDE, earlier i was using CodeBlocks but it is too bugy.
TheIDE is not intuitive, so i need a few answers.
I'm trying include directories to GLFW 3.3.2 library, and GLEW 2.1.0(i know it is inside TheIDE)
Setup -> Build methods -> INCLUDE directories(.h, .hpp) and -> LIB directories(.lib, .a)
I added in Package organizer link options: -lglfw3 -lgdi32 -lglew32s -lglu32 -lopengl32
but TheIDE can't see files.

Please tell me step by step how to do it right.

Subject: Re: Compiling own library in TheIDE
Posted by nikeshsharma221 on Tue, 18 Feb 2020 13:43:57 GMT
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Compiling own library in TheIDE :lol: :lol:

Subject: Re: Compiling own library in TheIDE
Posted by mirek on Tue, 18 Feb 2020 17:24:28 GMT
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Lucas wrote on Mon, 10 February 2020 20:59Hello.

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edit: I am interested in static libraries.

Lucas.

That is not really what is theide designed for (U++ is designed around the concept of packages, which are sort of library in source form with metainformation), but as temporary solution:

In release mode, all packages are in fact compiled into static libraries. So I would do this: Make your library a non-main package. Use main package to test the library. While developing, it is irrelevant that the library is not really an library. Then build in release mode and pick those .lib (or .a) files in output tree.

Mirek

Subject: Re: Compiling own library in TheIDE
Posted by mirek on Tue, 18 Feb 2020 17:28:38 GMT
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Arvidas wrote on Tue, 11 February 2020 11:41Hi,
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but TheIDE can't see files.

Useful for you at this point is Setup/Verbose. If active, it will list complete commandlines while compiling, so that you will know what is going on.

Then it is probably better to add libraries directly as libraries instead of linker options. Load some U++ example, open package organizer and check e.g. the Core package. See how system libs are added...

Also: Check that you have added build method directories to the correct build method (the one you are using to compile).

Mirek

Subject: Re: Compiling own library in TheIDE
Posted by Lucas on Wed, 19 Feb 2020 08:33:42 GMT
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Works as a charm!

Thank you Mirek.

Lucas.