Subject: How to link libeay32, libssl32 and ssleay32 statically in Windows?
Posted by Tom1 on Sat, 11 Apr 2020 09:33:25 GMT
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Hi,

I'm using Core/SSH and and Core/SSL and just as the title says: How to link libeay32, libssl32 and ssleay32 statically in Windows?

I seem to remain dependent on:

libeay32.dll
libssl32.dll
ssleay32.dll

I used MSBT19x64.

I also tried CLANGx64 but then I ended up with missing libraries:
Linking...
lld: error: unable to find library -llibeay32MT
lld: error: unable to find library -lssleay32MT
clang-10: error: linker command failed with exit code 1 (use -v to see invocation)

There were errors. (3:58.39)

Is there a way to get them statically linked to avoid dependence of those DLLs?

Best regards,

Tom

Subject: Re: How to link libeay32, libssl32 and ssleay32 statically in Windows?
Posted by forlano on Mon, 13 Apr 2020 23:55:58 GMT
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Hello Tom,

I have (had?) the same problem but with MacOS and library crypto and ssl. CLANG refuse the static .a version.

Tonight I have found a post

https://stackoverflow.com/questions/37038472/osx-how-to-stat
ically-link-a-library-and-dynamically-link-the-standard-libr ary

There one guy said "Compiler prefers dynamic version over static version of library". In my case the .dylib (equivalent of .dll for mac) and .a libraries are in the same folder. As last temptive I have

renamed the .dylib... and worked! The compiler didn't find the .dylib and used the static library. The otool program no longer see the linked library. Tomorrow I'll inquire better but I am confident that this did the trick.

Best regards,
Luigi

Subject: Re: How to link libeay32, libssl32 and ssleay32 statically in Windows?
Posted by Tom1 on Tue, 14 Apr 2020 07:38:28 GMT
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Hi Luigi,

Thanks, but this did not solve the .dll dependency issue on Windows.

I renamed the dlls so that they cannot be reached, but the result was the same. I started to think that maybe some or all of the ssl .lib files shipped with u++ are actually just import libraries for those dlls. Perhaps there is no static version included at all.

Best regards,

Tom

Subject: Re: How to link libeay32, libssl32 and ssleay32 statically in Windows?
Posted by mirek on Mon, 20 Apr 2020 14:43:55 GMT
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Tom1 wrote on Sat, 11 April 2020 11:33Hi,

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There were errors. (3:58.39)

Is there a way to get them statically linked to avoid dependence of those DLLs?

Best regards,

Tom

This is at the moment problem to solve, one of problems I would like to have resolved before 2020.1....

Mirek

Subject: Re: How to link libeay32, libssl32 and ssleay32 statically in Windows?
Posted by Tom1 on Mon, 20 Apr 2020 15:42:59 GMT
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Hi,

The 'missing libraries' linking error with CLANG is gone when using the following:

When: WIN32 (MSC | CLANG)
Library: libeay32MT.lib ssleay32MT.lib

So, only the problem of having static linking instead of dynamic is remaining.

Best regards,

Tom

Subject: Re: How to link libeay32, libssl32 and ssleay32 statically in Windows?
Posted by mirek on Wed, 22 Apr 2020 16:01:29 GMT
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I believe I have managed to solve this, tomorrow's nightly build should have static versions of ssl libraries, also Core/SSL upp is fixed to reflect that.

Subject: Re: How to link libeay32, libssl32 and ssleay32 statically in Windows?
Posted by Tom1 on Wed, 22 Apr 2020 16:07:21 GMT
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Hi Mirek,

Sounds good! How about Core/SSH upp? It's equally dependent on these libs and has a slightly different configuration in upp...

Thanks and best regards,

Tom

Subject: Re: How to link libeay32, libssl32 and ssleay32 statically in Windows?
Posted by Tom1 on Thu, 23 Apr 2020 08:16:58 GMT
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Hi,

This morning the nightly build upp-win-14352.7z had an empty file dbghelp.dll in root and prevented startup of TheIDE. I replaced the file with a copy from previous version and got it running. I also noticed that the README file is empty.

(During first startup it showed the license agreement with year up to 2019 only. Worth fixing to 2020 before release.)

Core/SSH.upp also needs the same change from:

library(WIN32 GCC) "ssl crypto";
to:
library(WIN32 (GCC | CLANG)) "ssl crypto";
Then it links statically and works correctly with CLANG and CLANGx64 on Windows.

On the MSBT19 and MSBT19x64 its still dependent on the .DLLs. This needs more attention.

Best regards,

Tom

Subject: Re: How to link libeay32, libssl32 and ssleay32 statically in Windows?
Posted by Tom1 on Thu, 23 Apr 2020 08:38:17 GMT
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While on the subject, the following RLOGs should probably be dropped from Core/SSH:

Initializing libssh2...
Deinitializing libssh2...

Best regards,

Tom

Subject: Re: How to link libeay32, libssl32 and ssleay32 statically in Windows?
Posted by mirek on Fri, 24 Apr 2020 14:20:38 GMT
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Problem resolved. Next nightly should come with statically built libs for VC++....

I have taken the oportunity to unify names as well, so across all platforms it is simply "crypto ssl"....

Mirek

Subject: Re: How to link libeay32, libssl32 and ssleay32 statically in Windows?
Posted by Tom1 on Fri, 24 Apr 2020 20:35:04 GMT
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mirek wrote on Fri, 24 April 2020 17:20Problem resolved. Next nightly should come with statically built libs for VC++....

I have taken the oportunity to unify names as well, so across all platforms it is simply "crypto ssl"....

Mirek
Hi,

Thanks! I'll take a look at it soon.

Best regards,

Tom

Subject: Re: How to link libeay32, libssl32 and ssleay32 statically in Windows?
Posted by Tom1 on Sun, 26 Apr 2020 10:25:26 GMT
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Hi,

OK, now it works beautifully with both CLANG and MSBT19! Thanks :)

Best regards,

Tom