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Subject: Linking to external library

Posted by EspressoMan on Sun, 17 Dec 2023 12:40:10 GMT

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I've spent a fair bit of the weekend trying to figure out why I was getting continual linking error with my external library. I finally got it resolved after going down numerous rabbit holes trying to discover the correct combination of compiler, debug and linker switches with LLVM, all to little or no avail.

Then I searched the forum and found that someone else had chanced upon the solution just over 6 years ago.

<https://www.ultimatepp.org/forums/index.php?t=tree&th=10140&.html>

Now I'm not saying there is a bug per se, but there is certainly much confusion surrounding this topic, especially for newbies. I could be wrong but I get the feeling that it's not a popular topic, possibly due to the vast number of rabbit holes that could ensue. A Pandoras box of headaches so . So I removed my library from the "Static Libraries" section of the Package Organizer and reinserted it as a plain vanilla library, whatever that means. Et voila, it worked instantly. My question is: How is my library linked to my U++ project - Statically or Dynamically?

[https://www.ultimatepp.org/appSideGuide\\_en-us.html](https://www.ultimatepp.org/appSideGuide_en-us.html)

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Subject: Re: Linking to external library

Posted by EspressoMan on Mon, 18 Dec 2023 02:44:46 GMT

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But wait there's more... :)

During the massive time waste floundering around trying to get my library linked, I vaguely recall unchecking "Blitz" in the default debug section of the "Build methods" setting. It didn't fix my linking problem so I subsequently checked it on again and rebuilt. However, it now looks like something is preventing "Blitz" from re-activating. The UPP output directory and Source directory is being created with "NoBlitz" in the name. I also notice during building that the parsing of each package has "NoBlitz" in the console output. It looks like I have broken something and would like to put it right but I don't know how... Any help with this would be much appreciated. See attached pic to see what I mean...

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## File Attachments

1) [UPPOutputFolder\\_2023-12-18\\_14-43-25.png](#), downloaded 328 times

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