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Subject: Not really sure where to put this: How to compile U++ library as a DLL?

Posted by [arixion](#) on Fri, 13 Oct 2006 05:36:23 GMT

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Hey, is there any way to compile U++ lib as a DLL? I am trying to integrate UPP support into Irrlicht, but I realize it would be cumbersome if I needed to compile the Irrlicht Library together with the UPP lib (and the creators of Irrlicht would probably object to accepting such a massive patch to their code). It would be hence preferable if I could just dll-include Ctrl-Lib, rather than Irrlicht. Btw, where are things like compiler-switches for various packages, assemblies and nests stored?

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Subject: Re: Not really sure where to put this: How to compile U++ library as a DLL?

Posted by [mirek](#) on Fri, 13 Oct 2006 06:11:57 GMT

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arixion wrote on Fri, 13 October 2006 01:36Hey, is there any way to compile U++ lib as a DLL? I am trying to integrate UPP support into Irrlicht, but I realize it would be cumbersome if I needed to compile the Irrlicht Library together with the UPP lib (and the creators of Irrlicht would probably object to accepting such a massive patch to their code). It would be hence preferable if I could just dll-include Ctrl-Lib, rather than Irrlicht. Btw, where are things like compiler-switches for various packages, assemblies and nests stored?

I am not a big expert here, but I know Tom and Daniel in past used U++ to produce .dll plugins to other systems (e.g. OLE controls, Maya plugins etc.)

The basic thing to do is to alter the main configuration - where you have "GUI" now in the tool bar, click on the "GUI" and then click on the single line with "GUI" in the "Main configuration" dialog until you see a button with ">" arrow. Click that and you should get a dialog where there is switch between "Executable" and "Dynamic library".

Mirek

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Subject: Re: Not really sure where to put this: How to compile U++ library as a DLL?

Posted by [forlano](#) on Wed, 31 Jan 2007 10:02:19 GMT

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arixion wrote on Fri, 13 October 2006 07:36Hey, is there any way to compile U++ lib as a DLL? I am trying to integrate UPP support into Irrlicht, but I realize it would be cumbersome if I needed to compile the Irrlicht Library together with the UPP lib (and the creators of Irrlicht would probably object to accepting such a massive patch to their code). It would be hence preferable if I could just dll-include Ctrl-Lib, rather than Irrlicht. Btw, where are things like compiler-switches for various packages, assemblies and nests stored?

Hello Arixion,

have you succeeded with Irrlicht?

Luigi

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