
Subject: different repositories of libs and includes
Posted by [qwerty](#) on Sat, 30 Dec 2006 08:06:41 GMT
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hello these last days in year...

I have different repositories with different version of used shared libraries and includes in my project.

let's say /usr/libs1 and /usr/libs2

building two different versions of project, for one version I use first case (/usr/libs1), for other second...

how to achieve this, when need to change these directories often?

thank you and have a good next year of lots of accomplished wishes...

Subject: Re: different repositories of libs and includes
Posted by [mirek](#) on Sat, 30 Dec 2006 11:09:31 GMT
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qwerty wrote on Sat, 30 December 2006 03:06hello these last days in year...

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I hope I understand you well that we are speaking about libraries, not U++ packages here...

I think the easy way is to define more build methods. Go to Setup/Build methods, right-click the

method you are using now and choose "Duplicate row". Then adjust header / library paths to your liking...

Mirek

Subject: Re: different repositories of libs and includes
Posted by [qwerty](#) on Sat, 30 Dec 2006 11:45:38 GMT
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what about the local paths, can I override them from there, or these are first.... ?

Subject: Re: different repositories of libs and includes
Posted by [mirek](#) on Sat, 30 Dec 2006 12:23:57 GMT
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qwerty wrote on Sat, 30 December 2006 06:45 what about the local paths, can I override them from there, or these are first.... ?

I am not sure what "local path" is in this context.

Subject: Re: different repositories of libs and includes - gcc - SOLVED
Posted by [qwerty](#) on Sat, 30 Dec 2006 14:28:44 GMT
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well, a little investigation helped:

http://www.network-theory.co.uk/docs/gccintro/gccintro_21.html
and
http://www.network-theory.co.uk/docs/gccintro/gccintro_23.html

so, -I and -L first, then standart gcc paths, then env paths

thanx
