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Subject: static libraries?

Posted by [ebojd](#) on Wed, 07 Feb 2007 09:54:23 GMT

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Is there a way to build static libraries? The package creator lists "Win32 DLL", but no static libs. Also, when I built a Win32 DLL and included it in an app the app could not find the DLL on execution (whether compiled static or shared). As a note, I could compile and link with the manufactures .lib drivers, but not my own recompiled version.

This brings up two issues:

1) creation of shared libraries that will compile under Win32, Linux, and OSX. This will require appropriately wrapping the windows and \*NIX specific code in the template.

2) creation of static libraries that will build under all OS's (maybe this can be done by not using a template at all and setting up by hand. What is the preferred method for setting up static libs if any?

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Subject: Re: static libraries?

Posted by [mirek](#) on Wed, 07 Feb 2007 09:59:04 GMT

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Well, yes and no.

Static libraries can get build during build process, but are considered an implementation detail. The final aim of U++ is to provide application or plugin - that is why you can get either .exe or .dll (or binary/.so in linux).

Of course, improvements here are considered. But so far we had to stay focused...

Mirek

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