
Subject: Using binary form of upp

Posted by [cocob](#) on Sun, 15 Mar 2009 18:06:18 GMT

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Hello all,

I do a little test today. I tried to link upp libraries generated with TheIDE (MSC9 optimal) with visual studio 2008.

For example i created a new projet with no sources, only binaries needed by UWord example

- UWord.obj
- bmp.lib
- Core.lib
- Draw.lib
- ...

Look a the resulting uword application (screenshot in attachment)

Is there a tip for invoking microsoft link.exe to correctly link upp based applications ?

Thanks for your help

File Attachments

1) [pblinkvs2008.jpg](#), downloaded 406 times

Subject: Re: Using binary form of upp

Posted by [cocob](#) on Sun, 15 Mar 2009 18:37:06 GMT

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Ok i found the problem, i missed .obj files (like CtrlLib.obj) which are not included on .lib.

Does someone can explain why ?

Subject: Re: Using binary form of upp

Posted by [Novo](#) on Sun, 15 Mar 2009 23:59:34 GMT

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cocob wrote on Sun, 15 March 2009 14:37Ok i found the problem, i missed .obj files (like CtrlLib.obj) which are not included on .lib.

Does someone can explain why ?

There are *.icpp file in UPP, which should be linked directly into an application. In your case this is CtrlLib.icpp.

UPP is full of tricks you will never find anywhere else.

Subject: Re: Using binary form of upp
Posted by [cocob](#) on Fri, 01 May 2009 10:20:59 GMT
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Can you explain me the difference between linking the obj file directly with the application and to put it on a static library ?

cocob

Subject: Re: Using binary form of upp
Posted by [mirek](#) on Fri, 01 May 2009 21:24:23 GMT
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Novo wrote on Sun, 15 March 2009 19:59cocob wrote on Sun, 15 March 2009 14:37Ok i found the problem, i missed .obj files (like CtrlLib.obj) which are not included on .lib.

Does someone can explain why ?

There are *.icpp file in UPP, which should be linked directly into an application. In your case this is CtrlLib.icpp.

UPP is full of tricks you will never find anywhere else.

Well, I am really sorry about this trick... But I just did not seen the way around.

The problem was to provide automatic initialisation of all used modules. .icpp is the solution...

In practice, I agree we will have to find a way around if we are going to provide library form. Hopefully, "init" is the step in direction...

Mirek

Subject: Re: Using binary form of upp
Posted by [mirek](#) on Fri, 01 May 2009 21:28:22 GMT
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cocob wrote on Fri, 01 May 2009 06:20Can you explain me the difference between linking the obj

file directly with the application and to put it on a static library ?

cocob

Putting in static library means that parts get included only if they are referenced.

BUT, some modules, like Image decoders (PNG, BMP, GIF) perform "self-registration" - they register themselves using global constructors to Draw module and once registered, according formats get loaded automatically.

Anyway, if you put them just to .lib, no symbol from such codec package is referenced by the code and they do not get global constructors registered. All of codec code is excluded from resulting binary. No registration of "GIF" happens and you cannot load GIF...

Mirek
