Subject: compiling u++ with VC2008
Posted by abductee on Tue, 09 Mar 2010 11:02:01 GMT
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hi,

I'm back, and i have decidet to port my demotool(at leat the user interface to u++, but i want to compile it with Visual Studio 2008.
i exported the makefile and tried nmake -> no luck.
i tried adding all the exported files in one VC project... tons of errors.
my question is: is there a default way of going about this?
or, even better is there a tutorial?

/abductee

as a reminder some screenshoots of the tool as is is:
http://abductee.untergrund.net/newshit/

(my attempts of win32 api and a self-written gl-gui proved to be too time-consuming... thats why i want to go and use U++)

Subject: Re: compiling u++ with VC2008
Posted by mirek on Wed, 10 Mar 2010 08:04:13 GMT
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Hm, just use theide...

If you do not really like theide and wanted to use some cmdline tool like nmake, you can use 'umk', which is basically theide in commandline tool disguise, to build the code.

Mirek