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Subject: U++ library prebuilt for vs2008

Posted by [damody](#) on Sat, 07 Jan 2012 02:31:51 GMT

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Just Only static library, but shared need to modify so many code.

I think need to write a program add `__declspec(dllexport)` before function.

The prebuilt let me can design by U++ IDE, and develop & coding with Visual Studio 2008.

Maybe it's useful for someone?

4 configuration:

Deubg MDd

Deubg MTd

Release MD

Release MT

Ultimate++4360\_vc90\_lib\_x86.7z:

<http://www.megaupload.com/?d=JK9IL4ZW>

Ultimate++4360\_vc90\_lib\_x64.7z:

<http://www.megaupload.com/?d=21NT08NY>

<http://www.megaupload.com/?d=2RRHKU3F>

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### File Attachments

1) [2012-01-07 10 31 17.png](#), downloaded 423 times

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Subject: Re: U++ library prebuilt for vs2008

Posted by [mirek](#) on Sat, 07 Jan 2012 09:40:21 GMT

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This a very good achievement indeed.

I do not have Visual Studio installed to check, therefore I would like to ask: Is .icpp issue solved somehow?

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Subject: Re: U++ library prebuilt for vs2008

Posted by [damody](#) on Sat, 07 Jan 2012 10:49:04 GMT

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For every \*.icpp, I copy and change name to \*.cpp.

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Subject: Re: U++ library prebuilt for vs2008  
Posted by [mirek](#) on Sat, 07 Jan 2012 15:33:31 GMT  
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damody wrote on Sat, 07 January 2012 05:49 For every \*.icpp, I copy and change name to \*.cpp.

Well, but that is not exactly the solution... The purpose of .icpp is to be "always linked in". Without this feature, linker eliminates e.g. Image format plugins.

Mirek

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Subject: Re: U++ library prebuilt for vs2008  
Posted by [damody](#) on Sun, 08 Jan 2012 02:19:07 GMT  
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Yes, you are right.  
There is vc solution, I think the people who need this can modify by theirself.

<http://www.megaupload.com/?d=2RRHKU3F>

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