Subject: How to produce target *.lib?
Posted by fudadmin on Thu, 27 Apr 2006 04:58:24 GMT
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How to produce target *.lib?

P.S. Or how to remove that ...:
Linking...
LIBC.lib(crt0.obj) : error LNK2019: unresolved external symbol _main referenced in function _mainCRTStartup

I don't need any main... and I don't want dll. And I don't want to spend time to use command line.

Subject: Re: How to produce target *.lib?
Posted by fudadmin on Thu, 27 Apr 2006 06:08:33 GMT
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It looks like I've found one way. Is this the correct *.lib produced if I create a dummy package and include my "target lib" package and compile "from outside"?
P.S. I can't test it because I can't the way to avoid type clashes - still fighting namespace problems...

Subject: Re: How to produce target *.lib?
Posted by fudadmin on Thu, 27 Apr 2006 07:01:34 GMT
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fudadmin wrote on Thu, 27 April 2006 07:08It looks like I've found one way. Is this the correct *.lib produced if I create a dummy package and include my "target lib" package and compile "from outside"?
P.S. I can't test it because I can't the way to avoid type clashes - still fighting namespace problems...
It looks like it works!

Subject: Re: How to produce target *.lib?
Posted by epigone on Thu, 04 May 2006 11:40:31 GMT
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It appears you've succeded there where I've failed.
Please, come back with more details on how a large number of C++ files may be compiled together and consequently used as a static link library in a Win GUI application.

Subject: Re: How to produce target *.lib?
Posted by fudadmin on Thu, 04 May 2006 11:49:02 GMT
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epigone wrote on Thu, 04 May 2006 12:40It appears you've succeded there where I've failed. Please, come back with more details on how a large number of C++ files may be compiled together and consequently used as a static link library in a Win GUI application.

What problems do you have exactly? And what steps have you done?
It was useful for me to compile my MyLib.lib as testMyLib.exe first to make sure I don't have any errors.

Subject: Re: How to produce target *.lib?
Posted by fudadmin on Thu, 04 May 2006 11:56:18 GMT
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Regarding project size: One project (package) was nearly 20,000 lines with many files and I don't think that could be a problem...

Subject: Re: How to produce target *.lib?
Posted by epigone on Thu, 04 May 2006 16:45:06 GMT
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The details requested by fudadmin:
I've downloaded the bundle UPP+MinGW ver. 602 and installed it, since I'm trying to (slowly...) move away from Borland Builder.
First step, to me, would be to have re-built the *.lib files I was using previously with the other compiler and manage them like any other *.a files in the distribution.
I could not find the way to do that from inside TheIDE.
Since my knowledge on gcc and bintools usage are limited, I would prefer to do that from inside IDE (i.e. the way to do the things I got used with, plus laziness ...).
So, how do I use TheIDE and MinGW to build my *.a files ?

Subject: Re: How to produce target *.lib?
Posted by mirek on Thu, 04 May 2006 16:55:44 GMT
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epigone wrote on Thu, 04 May 2006 12:45The details requested by fudadmin:
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So, how do I use TheIDE and MinGW to build my *.a files ?

Actually, why do you need to make .a files? TheIDE way is to use packages - static libraries are just implementation detail...

OTOH, if you really desire to have .a, you can use this implementation detail to your advantage - TheIDE builds .a when producing release version. Simply create some empty main package, perform the build and gather them

Mirek

Subject: Re: How to produce target *.lib?
Posted by fudadmin on Thu, 04 May 2006 17:30:13 GMT
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epigone wrote on Thu, 04 May 2006 17:45The details requested by fudadmin:
I've downloaded the bundle UPP+MinGW ver. 602 and installed it, since I'm trying to (slowly...) move away from Borland Builder.
First step, to me, would be to have re-built the *.lib files I was using previously with the other compiler and manage them like any other *.a files in the distribution.
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So, how do I use TheIDE and MinGW to build my *.a files ?

1. Why "trying (slowly...)"? If you read our forums, people here start writing tutorials after 1 month with U++...
2. Why MingW? MS Express toolkit and SDK compile faster and are "native" for Win GUI, IMO...
3. If you still have problems, post one set of your "going-to-be -lib" files here (zipped) and I'll make an example for you.
