Subject: Use static library!
Posted by tojocky on Tue, 13 Jan 2009 13:33:23 GMT
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Hello!
I have a project that based on: main exe file, static library (as dll), plugins (as dll)! The main executable file and plugins will use the static library!
When compiling in visual studio create .dll and .lib files and after than i can use this .lib file for compiling other plugins compile.

In u++ I found the method how can i use .lib files for plugins (Package organizer-libraries category) but not found how can I create .lib file.

What is be best solution? Help please!

Subject: Re: Use static library!
Posted by forlano on Thu, 29 Oct 2009 10:21:38 GMT
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tojocky wrote on Tue, 13 January 2009 14:33In u++ I found the method how can i use .lib files for plugins (Package organizer-libraries category) but not found how can I create .lib file.

Hello,

I have the same problem. I have an application but I would like to obtain from it a static lib to be used in other programs.
Can this task be performed by theide or in some other way?

Thank you,
Luigi

Subject: Re: Use static library!
Posted by forlano on Thu, 29 Oct 2009 12:40:23 GMT
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forlano wrote on Thu, 29 October 2009 11:21tojocky wrote on Tue, 13 January 2009 14:33In u++ I found the method how can i use .lib files for plugins (Package organizer-libraries category) but not found how can I create .lib file.

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I try to answer myself after a try.
I created a new package and in its definition I have included as package even my old application that I wanted to be a lib.
Then I compiled the new package that in turn compiled even my old application. As side effect of the compilation in the folder
C:\upp\out\myoldpackage\MSC9.Gui
I magically found a
myoldpackage.lib
It should be static lib I was looking for. Am I right?

Thank you,
Luigi

Subject: Re: Use static library!
Posted by forlano on Thu, 29 Oct 2009 15:05:54 GMT
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Thank you,
Luigi

The answer seems to be "No". I got many undefined reference although I linked as usual (set the path in Build Methods, and added the lib in package organizer...

```
Linking...
c++ -static -mwindows -o "C:\upp20081\out\MINGW.Gui\testVegaserver.exe" -Wl,-s
-L"C:\upp20081\mingw\lib" -L"C:\MyApps\testVegaserver" -Wl
 ,-O,2  "C:/upp20081/out/testVegaserver/MINGW.Gui.Main\main.o"
"C:/upp20081/out/CtrlLib/MINGW.Gui\CtrlLib.o" "C:/upp20081/out/CtrlCore
 /MINGW.Gui\CtrlCore.o" "C:/upp20081/out/RichText/MINGW.Gui\RichImage.o"
"C:/upp20081/out/plugin/bmp/MINGW.Gui\BmpReg.o" "C:/upp20081/
 out/Web/MINGW.Gui\Web_init.o" "C:/upp20081/out/plugin/png/MINGW.Gui\pngreg.o"
"C:/upp20081/out/plugin/jpg/MINGW.Gui\jpgreg.o" -Wl,--s
 tart-group  "C:/upp20081/out/CtrlLib/MINGW.Gui\CtrlLib.a" -ladvapi32 -lcomdlg32 -lcomctl32
"C:/upp20081/out/CtrlCore/MINGW.Gui\CtrlCo
 re.a" "C:/upp20081/out/RichText/MINGW.Gui\RichText.a" -luser32 -lgdi32
"C:/upp20081/out/Draw/MINGW.Gui\Draw.a" "C:/upp20081/out/plugi
 n/bmp/MINGW.Gui\bmp.a" -ladvapi32 -lshell32 -lwinmm -lmpr -lole32 -loleaut32 -luuid
"C:/upp20081/out/Core/MINGW.Gui\Core.a" -lws2_32
 "C:/upp20081/out/Web/MINGW.Gui\Web.a" "C:/upp20081/out/plugin/z/MINGW.Gui\z.a"
"C:/upp20081/out/plugin/png/MINGW.Gui\png.a" "C:/upp20
 081/out/plugin/jpg/MINGW.Gui\jpg.a" "C:\MyApps\testVegaserver\Vega5server.lib"
-Wl,--end-group
 C:/upp20081/out/testVegaserver/MINGW.Gui.Main\main.o:main.cp
p:(.text$_GLOBAL__I_TD+0xf): undefined reference to `RoundData::RoundData()'
 C:/upp20081/out/testVegaserver/MINGW.Gui.Main\main.o:main.cp
p:(.text$_GLOBAL__I_TD+0x36): undefined reference to `PlayerArchive::PlayerAr
 chive()'
 C:/upp20081/out/testVegaserver/MINGW.Gui.Main\main.o:main.cp
p:(.text$_ZN18WithVegaTab4LayoutIN3Upp10ParentCtrlEED2Ev[Wit hVegaTab4Layout <U
 pp::ParentCtrl>::~WithVegaTab4Layout()]+0x1d): undefined reference to
`Upp::RichEdit::~RichEdit()'
 C:/upp20081/out/testVegaserver/MINGW.Gui.Main\main.o:main.cp
p:(.text$_ZN18WithVegaTab4LayoutIN3Upp10ParentCtrlEED1Ev[Wit hVegaTab4Layout <U
 pp::ParentCtrl>::~WithVegaTab4Layout()]+0x1d): undefined reference to
`Upp::RichEdit::~RichEdit()'
 C:/upp20081/out/testVegaserver/MINGW.Gui.Main\main.o:main.cp
p:(.text$_ZN8VegaTab3D1Ev[VegaTab3::~VegaTab3()]+0x20): undefined reference t
 o `Upp::RichEdit::~RichEdit()'
 C:/upp20081/out/testVegaserver/MINGW.Gui.Main\main.o:main.cp
p:(.text$_ZN3Upp10FontHeightD1Ev[Upp::FontHeight::~FontHeigh t()]+0x8): undefi
 ned reference to `vtable for Upp::FontHeight'
 C:/upp20081/out/testVegaserver/MINGW.Gui.Main\main.o:main.cp
p:(.text$_ZN3Upp10FontHeightD1Ev[Upp::FontHeight::~FontHeigh t()]+0xf): undefi
 ned reference to `vtable for Upp::FontHeight'
```

```
 C:/upp20081/out/testVegaserver/MINGW.Gui.Main\main.o:main.cp
p:(.text$_ZN3Upp10FontHeightD1Ev[Upp::FontHeight::~FontHeigh t()]+0x19): undef
 ined reference to `vtable for Upp::FontHeight'
 C:/upp20081/out/testVegaserver/MINGW.Gui.Main\main.o:main.cp
p:(.text$_ZN18WithVegaTab4LayoutIN3Upp10ParentCtrlEED0Ev[Wit hVegaTab4Layout <U
 pp::ParentCtrl>::~WithVegaTab4Layout()]+0x1d): undefined reference to
`Upp::RichEdit::~RichEdit()'
 C:/upp20081/out/testVegaserver/MINGW.Gui.Main\main.o:main.cp
p:(.text$_ZN8VegaTab3D0Ev[VegaTab3::~VegaTab3()]+0x20): undefined reference t
 o `Upp::RichEdit::~RichEdit()'
 C:/upp20081/out/testVegaserver/MINGW.Gui.Main\main.o:main.cp
p:(.text$_ZN8VegaMainD1Ev[VegaMain::~VegaMain()]+0xe): undefined reference to
  `vtable for VegaMain'
 C:/upp20081/out/testVegaserver/MINGW.Gui.Main\main.o:main.cp
p:(.text$_Z10GuiMainFn_v+0x1a): undefined reference to `VegaMain::VegaMain()'

 C:/upp20081/out/testVegaserver/MINGW.Gui.Main\main.o:main.cp
p:(.text$_Z10GuiMainFn_v+0xa9): undefined reference to `VegaMain::ReadVegFile
 (Upp::String)'
 C:/upp20081/out/testVegaserver/MINGW.Gui.Main\main.o:main.cp
p:(.text$_Z10GuiMainFn_v+0x1f0): undefined reference to `RoundData::AdjournCr
 ossTableSwiss(int)'
 C:/upp20081/out/testVegaserver/MINGW.Gui.Main\main.o:main.cp
p:(.text$_Z10GuiMainFn_v+0x218): undefined reference to `RoundData::AdjournCr
 ossTableRR(int)'
 C:/upp20081/out/testVegaserver/MINGW.Gui.Main\main.o:main.cp
p:(.text$_Z10GuiMainFn_v+0x252): undefined reference to `VegaMain::DopairingC
 B()'
 C:/upp20081/out/testVegaserver/MINGW.Gui.Main\main.o:main.cp
p:(.text$_Z10GuiMainFn_v+0x2a2): undefined reference to `VegaMain::ReadVegFil
 e(Upp::String)'
 C:/upp20081/out/testVegaserver/MINGW.Gui.Main\main.o:main.cp
p:(.text$_Z10GuiMainFn_v+0x40a): undefined reference to `VegaMain::GetResultC
 B(Upp::String)'
collect2: ld returned 1 exit status
C:\upp20081\mingw\bin\c++.exe -static -mwindows -o
"C:\upp20081\out\MINGW.Gui\testVegaserver.exe" -Wl,-s -L"C:\upp20081\mingw\lib" -L"C:\
 MyApps\testVegaserver" -Wl,-O,2  "C:/upp20081/out/testVegaserver/MINGW.Gui.Main\main.o"
"C:/upp20081/out/CtrlLib/MINGW.Gui\CtrlLib.o"
  "C:/upp20081/out/CtrlCore/MINGW.Gui\CtrlCore.o"
"C:/upp20081/out/RichText/MINGW.Gui\RichImage.o" "C:/upp20081/out/plugin/bmp/MINGW.G
 ui\BmpReg.o" "C:/upp20081/out/Web/MINGW.Gui\Web_init.o"
"C:/upp20081/out/plugin/png/MINGW.Gui\pngreg.o" "C:/upp20081/out/plugin/jpg/M
 INGW.Gui\jpgreg.o" -Wl,--start-group  "C:/upp20081/out/CtrlLib/MINGW.Gui\CtrlLib.a" -ladvapi32
-lcomdlg32 -lcomctl32 "C:/upp20081/out
 /CtrlCore/MINGW.Gui\CtrlCore.a" "C:/upp20081/out/RichText/MINGW.Gui\RichText.a" -luser32
-lgdi32 "C:/upp20081/out/Draw/MINGW.Gui\Draw
 .a" "C:/upp20081/out/plugin/bmp/MINGW.Gui\bmp.a" -ladvapi32 -lshell32 -lwinmm -lmpr -lole32
```

```
-loleaut32 -luuid "C:/upp20081/out/Core/M
 INGW.Gui\Core.a" -lws2_32 "C:/upp20081/out/Web/MINGW.Gui\Web.a"
"C:/upp20081/out/plugin/z/MINGW.Gui\z.a" "C:/upp20081/out/plugin/png/
 MINGW.Gui\png.a" "C:/upp20081/out/plugin/jpg/MINGW.Gui\jpg.a"
"C:\MyApps\testVegaserver\Vega5server.lib" -Wl,--end-group
Error executing C:\upp20081\mingw\bin\c++.exe -static -mwindows -o
"C:\upp20081\out\MINGW.Gui\testVegaserver.exe" -Wl,-s -L"C:\upp20081\m
 ingw\lib" -L"C:\MyApps\testVegaserver" -Wl,-O,2
"C:/upp20081/out/testVegaserver/MINGW.Gui.Main\main.o" "C:/upp20081/out/CtrlLib/MING
 W.Gui\CtrlLib.o" "C:/upp20081/out/CtrlCore/MINGW.Gui\CtrlCore.o"
"C:/upp20081/out/RichText/MINGW.Gui\RichImage.o" "C:/upp20081/out/pl
 ugin/bmp/MINGW.Gui\BmpReg.o" "C:/upp20081/out/Web/MINGW.Gui\Web_init.o"
"C:/upp20081/out/plugin/png/MINGW.Gui\pngreg.o" "C:/upp20081/
 out/plugin/jpg/MINGW.Gui\jpgreg.o" -Wl,--start-group
"C:/upp20081/out/CtrlLib/MINGW.Gui\CtrlLib.a" -ladvapi32 -lcomdlg32 -lcomctl32
 "C:/upp20081/out/CtrlCore/MINGW.Gui\CtrlCore.a"
"C:/upp20081/out/RichText/MINGW.Gui\RichText.a" -luser32 -lgdi32 "C:/upp20081/out/Dra
 w/MINGW.Gui\Draw.a" "C:/upp20081/out/plugin/bmp/MINGW.Gui\bmp.a" -ladvapi32 -lshell32
-lwinmm -lmpr -lole32 -loleaut32 -luuid "C:/upp
 20081/out/Core/MINGW.Gui\Core.a" -lws2_32 "C:/upp20081/out/Web/MINGW.Gui\Web.a"
"C:/upp20081/out/plugin/z/MINGW.Gui\z.a" "C:/upp20081
 /out/plugin/png/MINGW.Gui\png.a" "C:/upp20081/out/plugin/jpg/MINGW.Gui\jpg.a"
"C:\MyApps\testVegaserver\Vega5server.lib" -Wl,--end-gr
 oup
```

Subject: Re: Use static library!
Posted by forlano on Thu, 29 Oct 2009 16:36:54 GMT
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Everything worked well.
Just I had to add some further standard package.
Sorry for disturbing with a false alarm.

Luigi

Subject: Re: Use static library!
Posted by ecapuano on Sat, 09 Jul 2022 19:24:30 GMT
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Hi forlano, did you ever make it to work?, if so, would you please let me know know, i successfully make it to work but not statically, i created the dll in one package and used Dl.load and works but only when lauching form theIde, it does not find the file in standalone even the path is correct, so i want to go back to the static strategy hehe

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