Subject: ultimate++ is a source only library?
Posted by un00b on Fri, 08 Nov 2013 08:55:31 GMT
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I just installed ultimate++ using the upp-win32-5485.exe installer.
I didn't run the installer with admin priviledge, so at the end of the installation an error message pops up asking me to rerun the installer with the priviledge.
But even without doing that I found that TheIDE was able to launch and compile the example using my TDM-GCC compiler.

However, when digging into the installed directory, I found no .lib or .dll. All I found is sources and headers under uppsrc. Is upp a source only API? Is that why it works across multiple compiler in one go? I also notice that the setup dialog box of TheIDE didn't show VS2012 and VS2013. But I'm thinking if it is source only, then it should also work with VS2012/13. Correct?

Subject: Re: ultimate++ is a source only library?
Posted by dolik.rce on Fri, 08 Nov 2013 10:33:59 GMT
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Welcome to the forum un00b

un00b wrote on Fri, 08 November 2013 09:55I just installed ultimate++ using the upp-win32-5485.exe installer.
I didn't run the installer with admin priviledge, so at the end of the installation an error message pops up asking me to rerun the installer with the priviledge.
But even without doing that I found that TheIDE was able to launch and compile the example using my TDM-GCC compiler.
My guess is that the admin privilege is only needed to register something, create start menu items and/or similar things. In fact, the folders with theide can be just copied from one computer to another and it still works

un00b wrote on Fri, 08 November 2013 09:55However, when digging into the installed directory, I found no .lib or .dll. All I found is sources and headers under uppsrc. Is upp a source only API?Yes, there is no library, only the sources. They are compiled and statically linked right into your executables, so you don't have to distribute them along with your software. Also only necessary parts of the library are used and distributed, resulting in smaller file sizes.

un00b wrote on Fri, 08 November 2013 09:55Is that why it works across multiple compiler in one go?
All the compiler and/or platform specific code is in the same sources. So yes, you could say that distributing only the sources helps this

un00b wrote on Fri, 08 November 2013 09:55I also notice that the setup dialog box of TheIDE didn't show VS2012 and VS2013. But I'm thinking if it is source only, then it should also work with VS2012/13. Correct?There is some additional magic that TheIDE needs to do to compile the sources using VS, like what switches to use etc. This sometimes takes some time, but I think

VS2012 support is being worked on or perhaps it is already done. The last release version you used is already quite old, I'd suggest you'd try to install the latest nightly package from here: http://www.ultimatepp.org/downloads/

Best regards,
Honza

Subject: Re: ultimate++ is a source only library?
Posted by un00b on Fri, 08 Nov 2013 10:41:03 GMT
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Cool. Thanks for the info!

Subject: Re: ultimate++ is a source only library?
Posted by BioBytes on Sun, 10 Nov 2013 21:04:20 GMT
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Hi un00b,

U++ is a flexible development tool as already described by Honza. Many compilers can be used to build your own applications using Ultimate libraries. For example, you could find below the build method for Microsoft MSC10:

C:\Program Files (x86)\Microsoft Visual Studio 10.0\Common7\Ide
C:\Program Files (x86)\Microsoft Visual Studio 10.0\Vc\Bin
C:\Program Files (x86)\Microsoft SDKs\Windows\v7.0A\Bin

C:\Program Files (x86)\Microsoft Visual Studio 10.0\Vc\Include
C:\Program Files (x86)\Microsoft SDKs\Windows\v7.0A\Include

C:\Program Files (x86)\Microsoft Visual Studio 10.0\Vc\Lib
C:\Program Files (x86)\Microsoft SDKs\Windows\v7.0A\Lib

Hope this could be helpful

Regards

Biobytes
