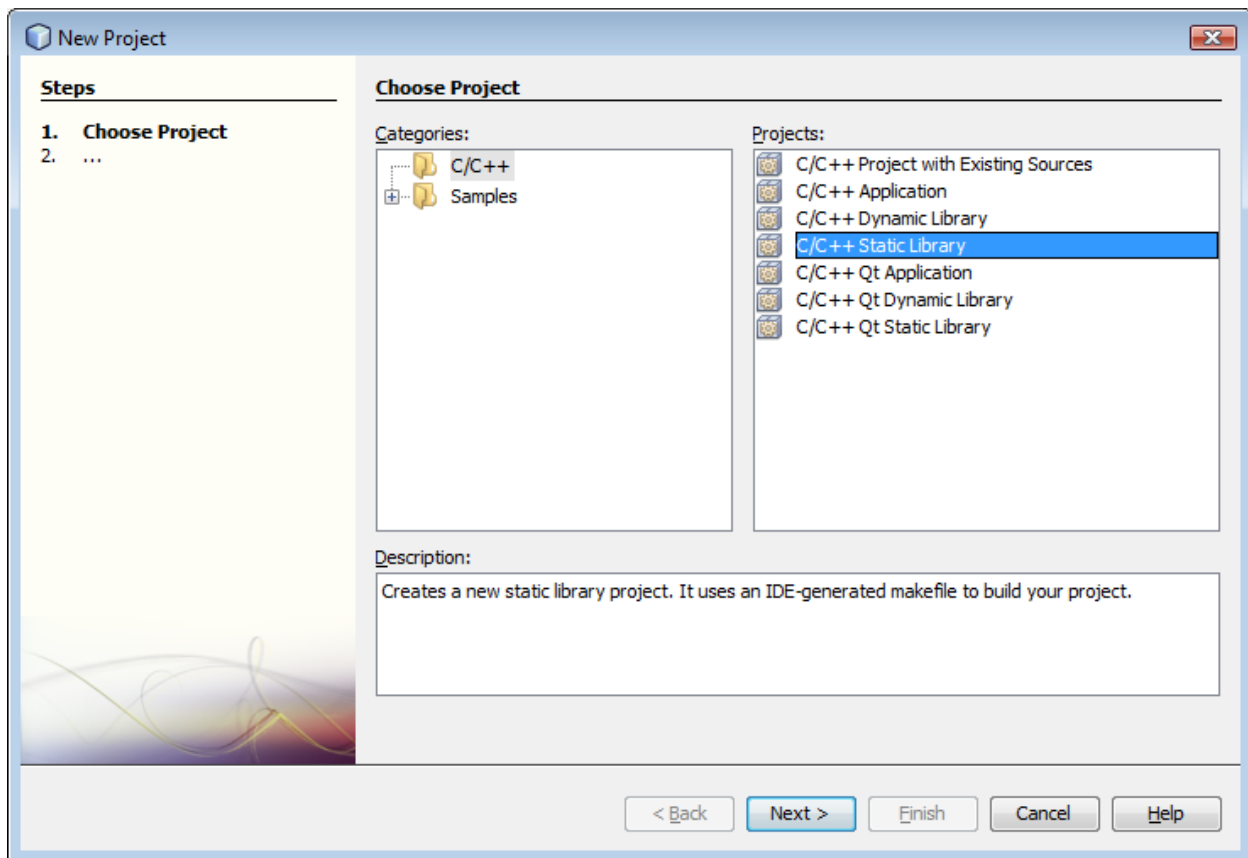


Create and Use a static library using NetBeans

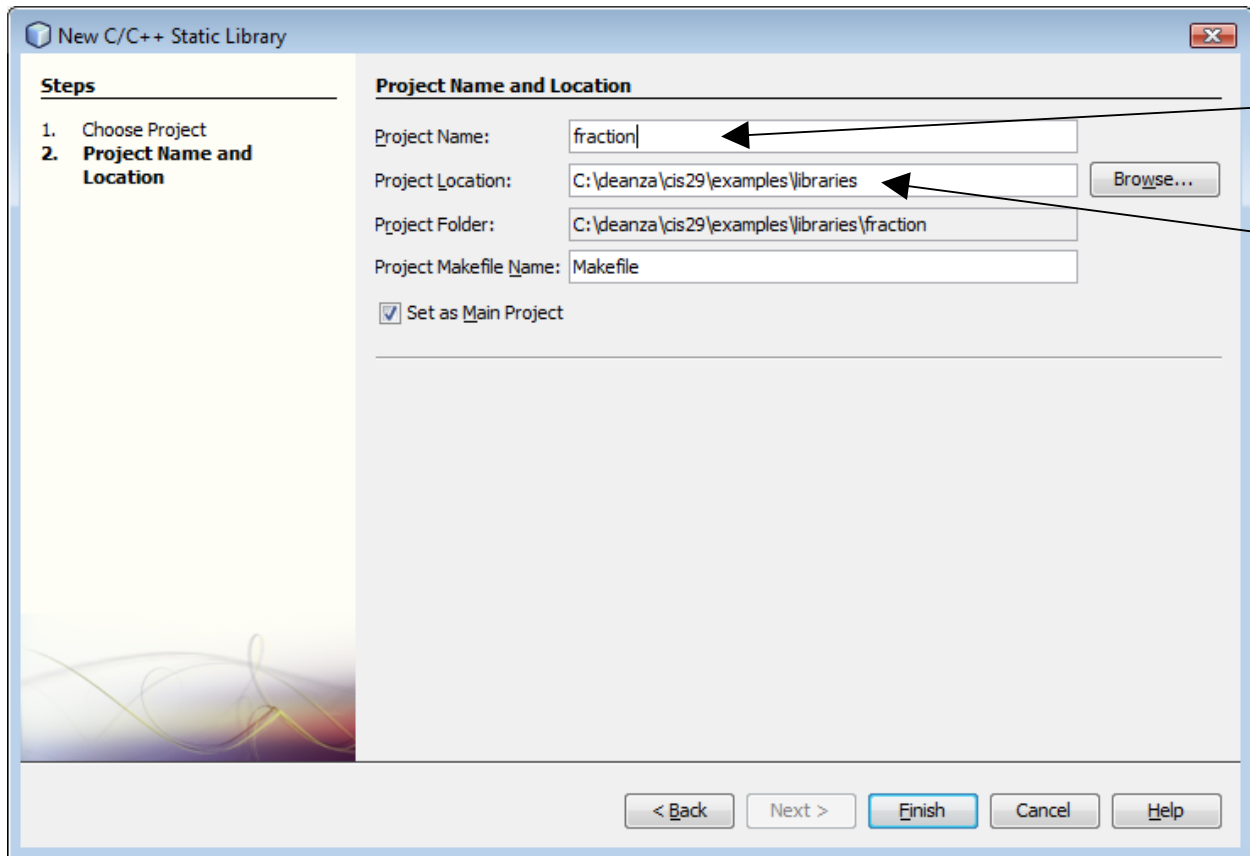
Note: this “walk-thru” assumes you have “organized” your project files and that you know where they are located. It also assumes that you are familiar with the “usual” process of creating a “Console Application”.

1. Select **New project**.
2. Select **C/C++ and C/C++ Static Library**
3. Select **Next >**

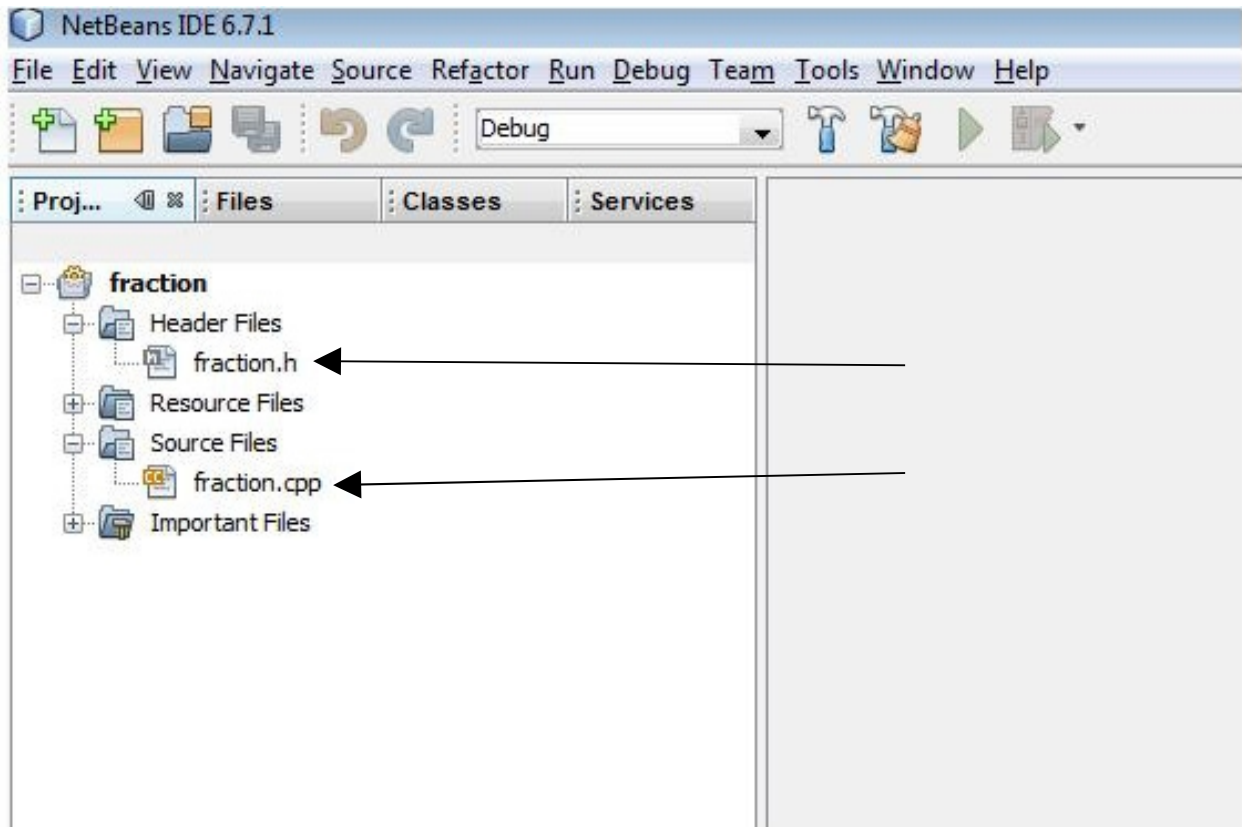


Choose Project Name and Project Location

4. Select Finish



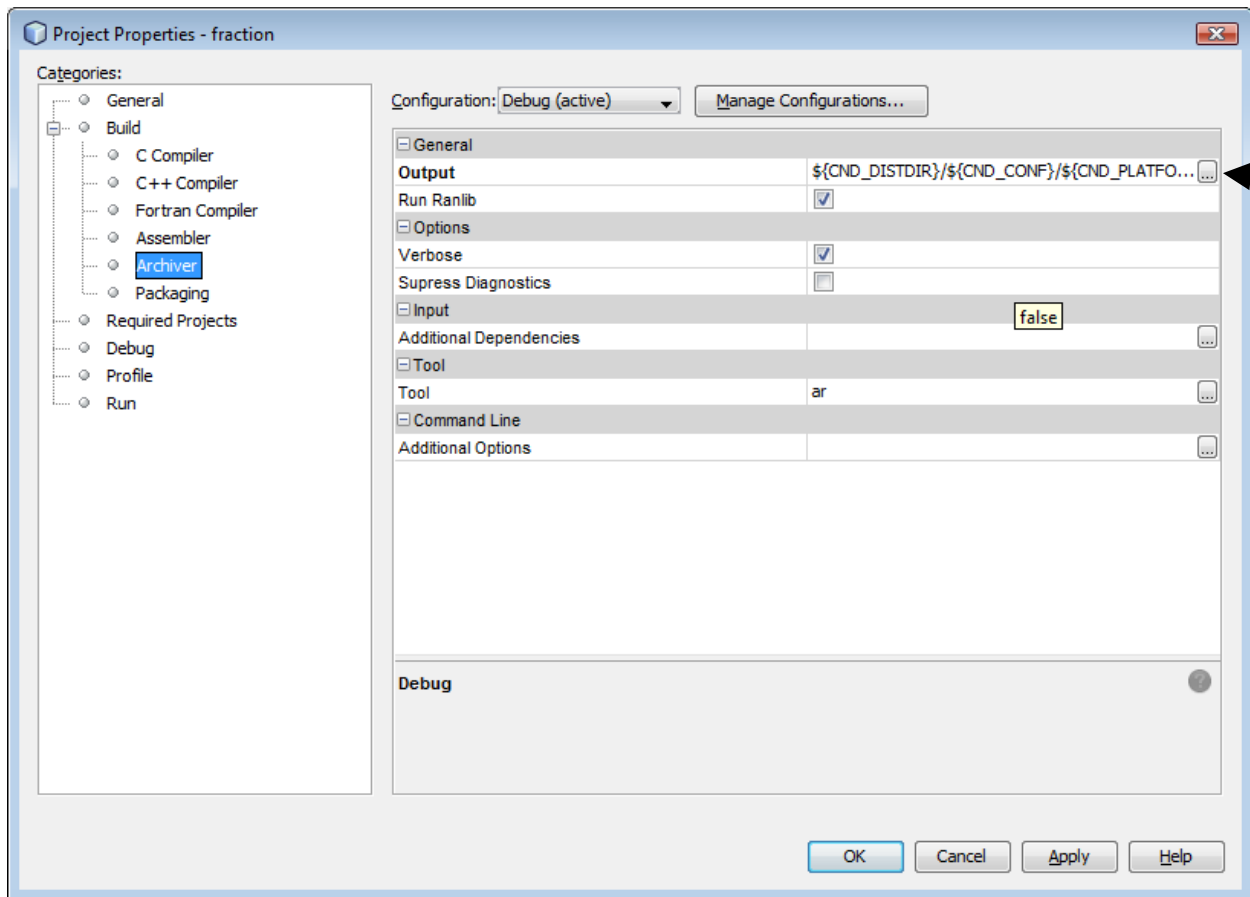
Add source files (new or existing) as usual



To assign the output directory for the library archive file,

Select Run -> Set Project Configuration -> Customize ...

In Build – Archiver Category, select **Output ...**

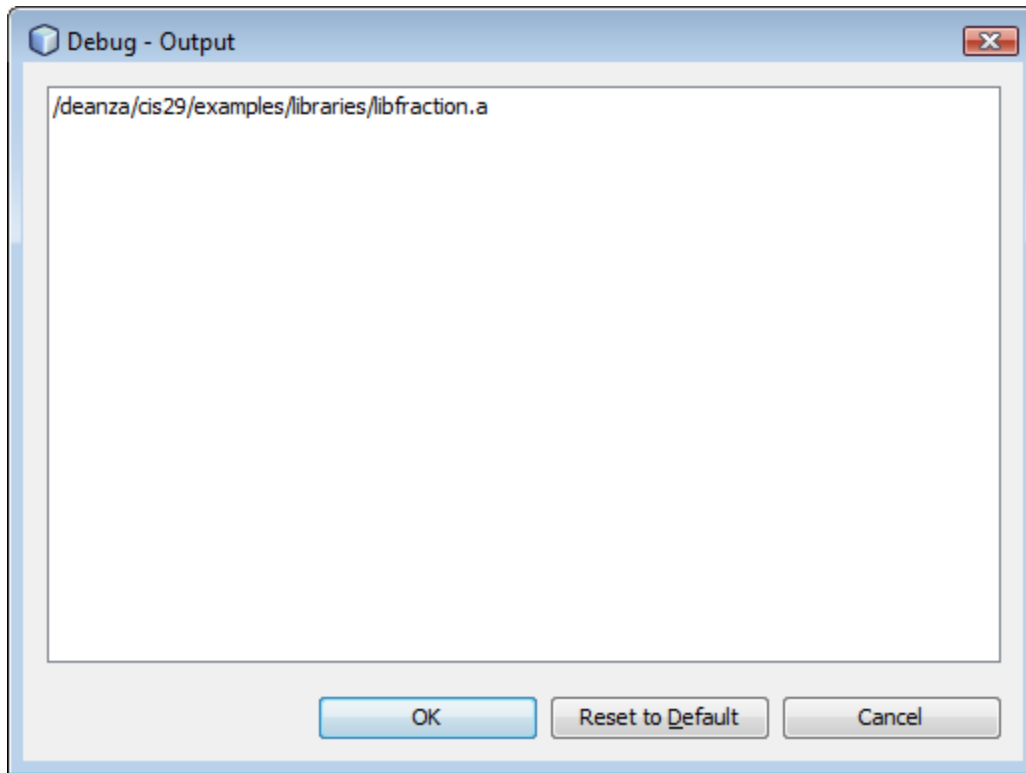


Enter a path and library archive name.

Note: Netbeans does not allow you to enter a disk drive designation (such as C:).

The default name is assigned, but you can override it.

Select OK



Select OK again.

Now you can compile as usual and the library will be created.



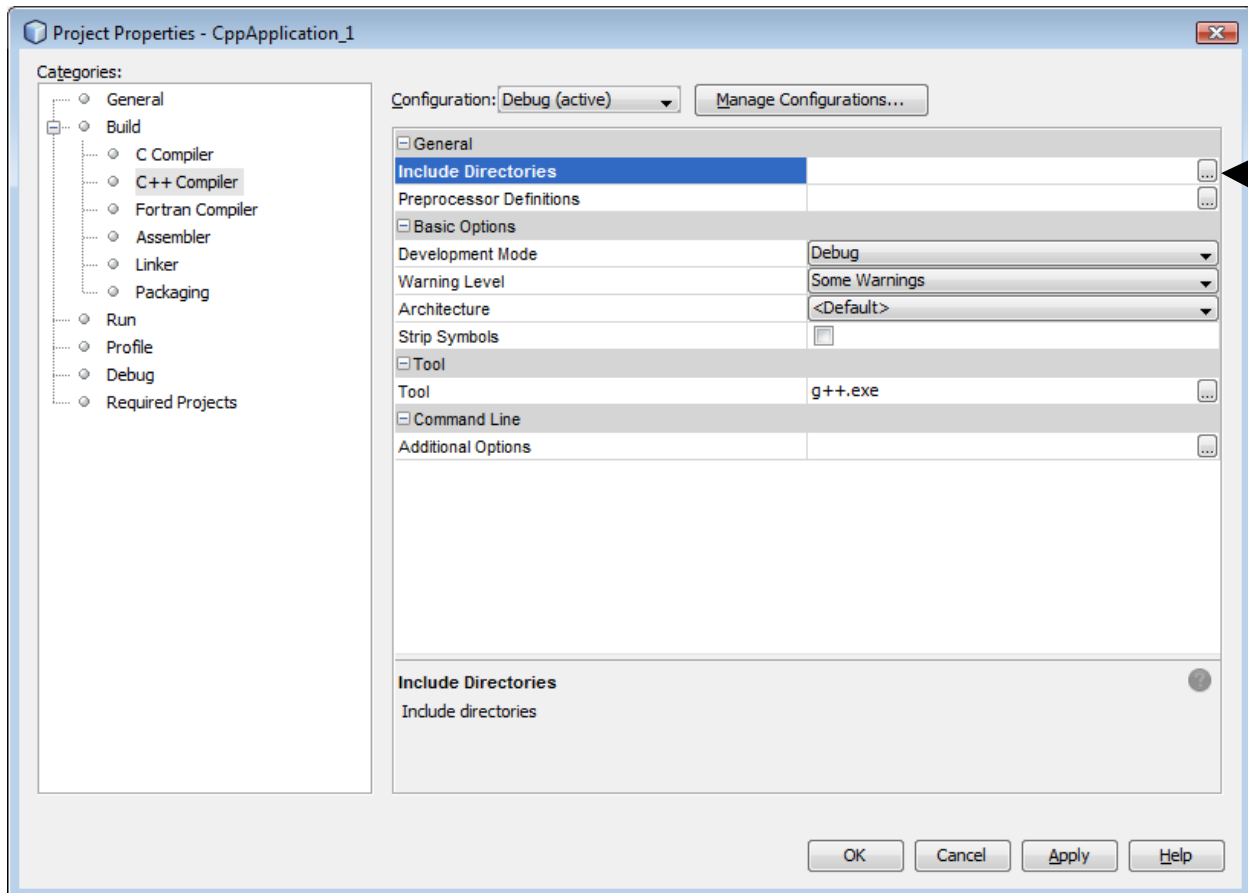
Use the static library

Create the “usual” C/C++ Application Project. Add or create new source files as usual.

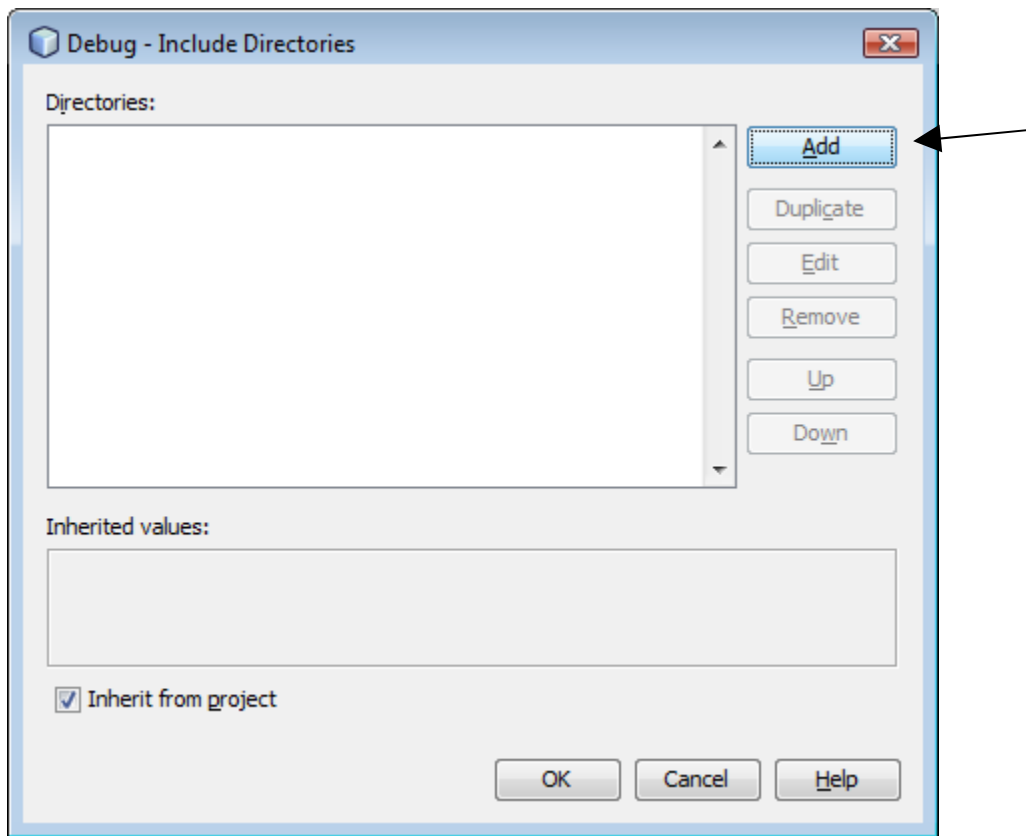
To add additional include directories:

Select Run -> Set Project Configuration -> Customize ...

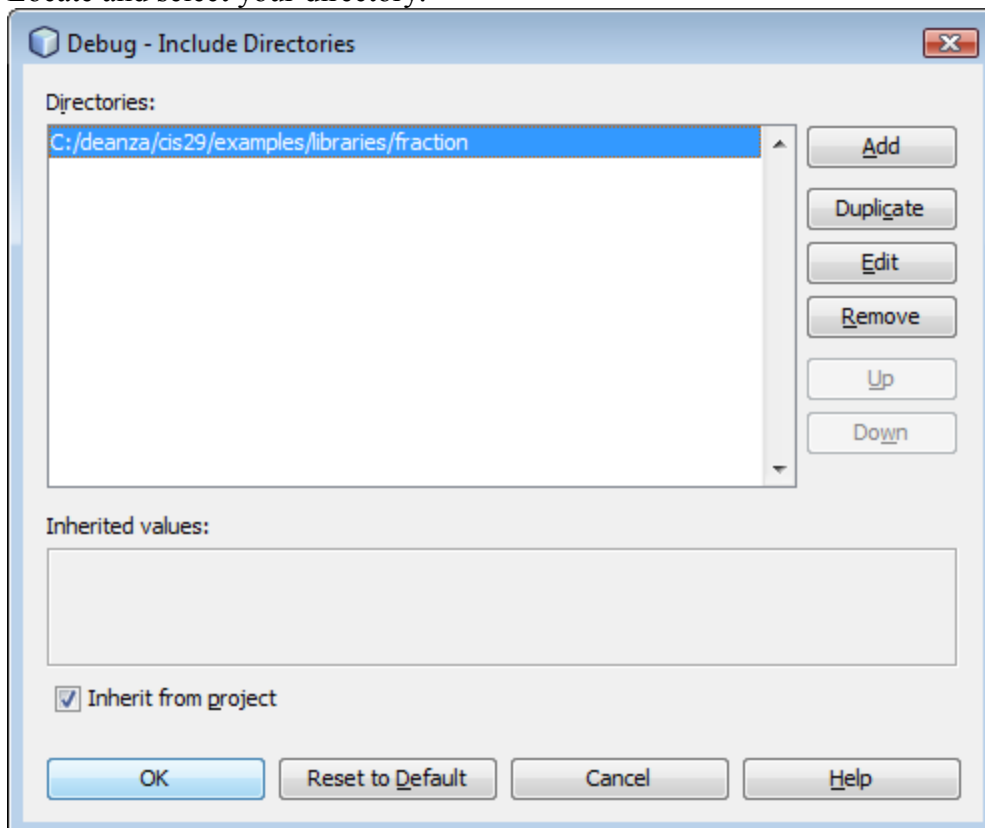
In the Build – C++ Compiler Category, select ... after **Include Directories**.



Select Add



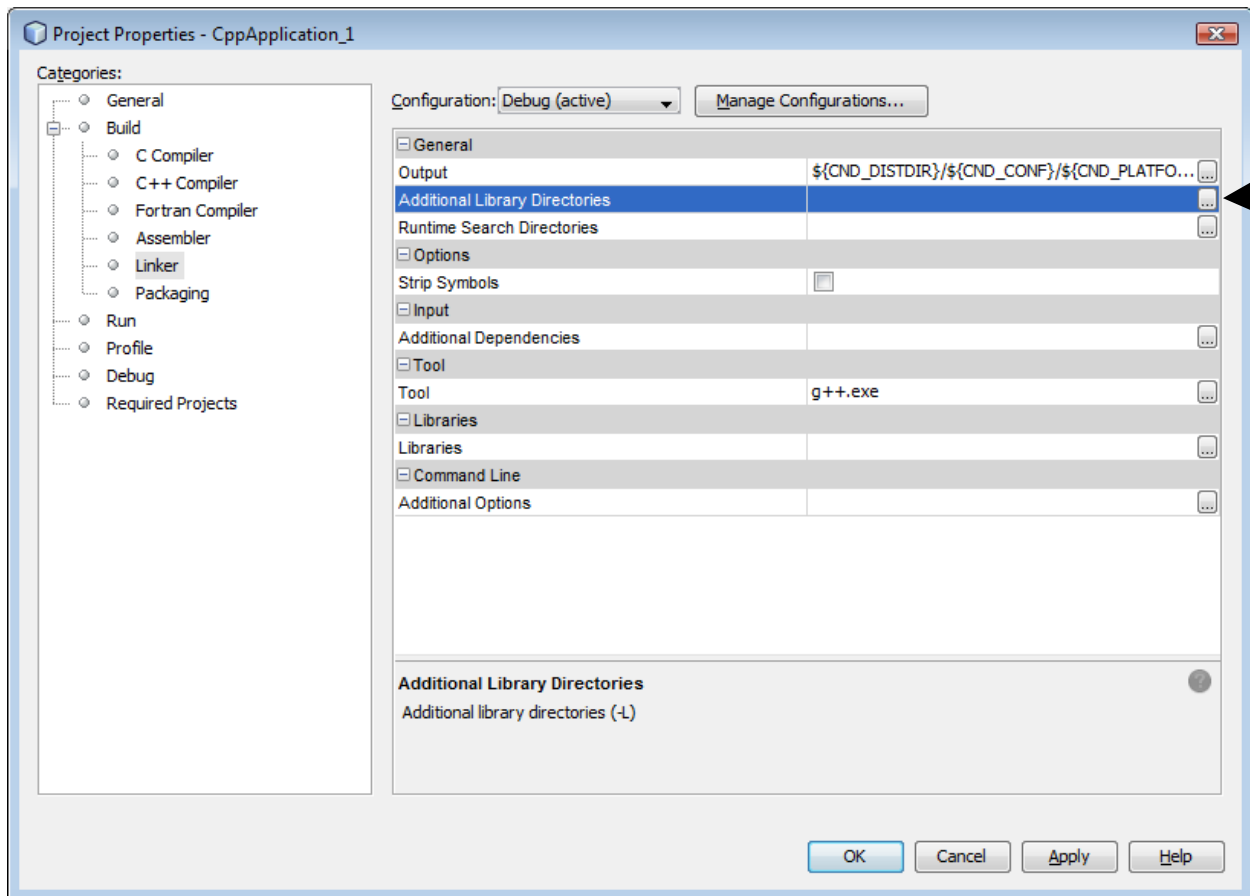
Locate and select your directory.



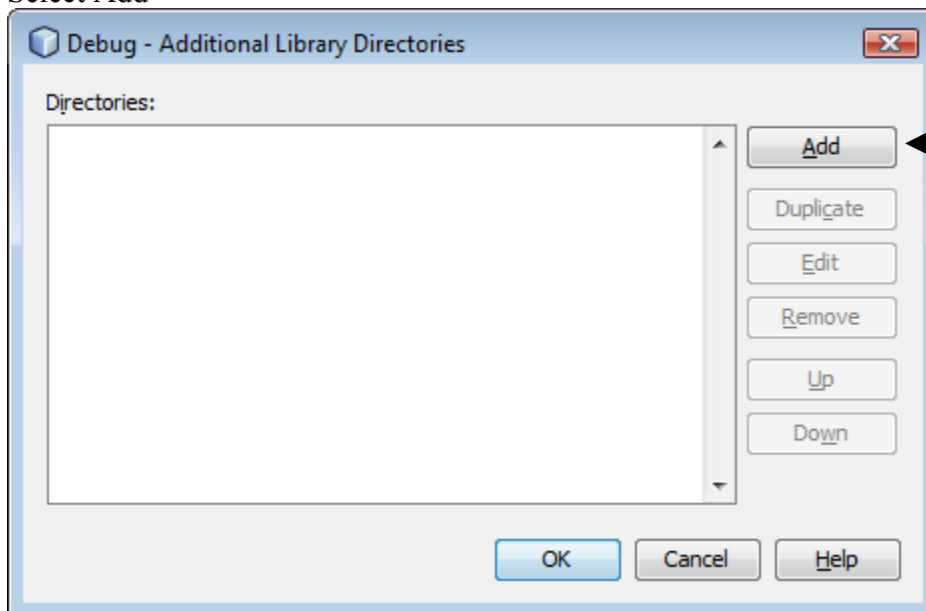
Select OK

To add additional Library directories:

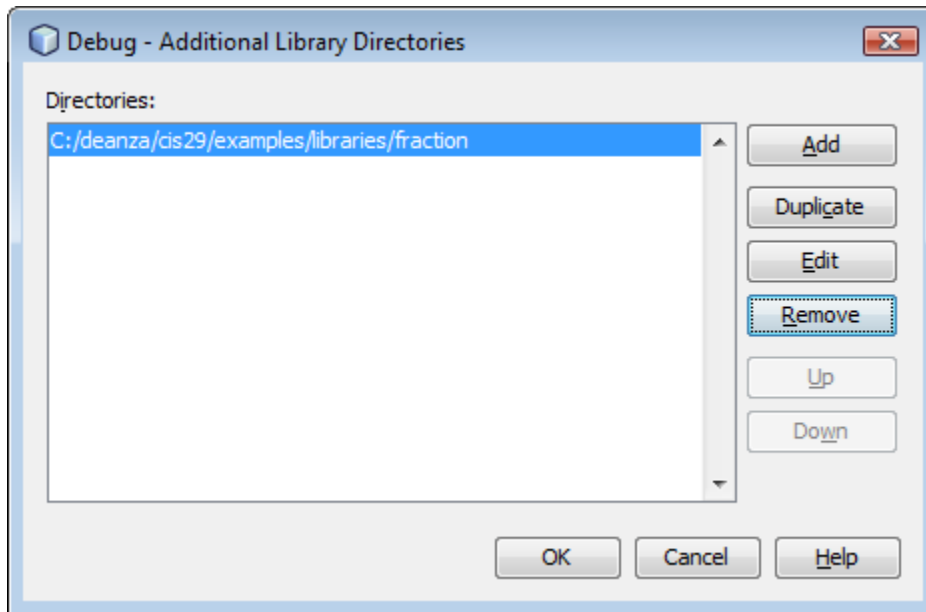
In the Build – Linker Category, select ... after **Additional Library Directories**.



Select Add

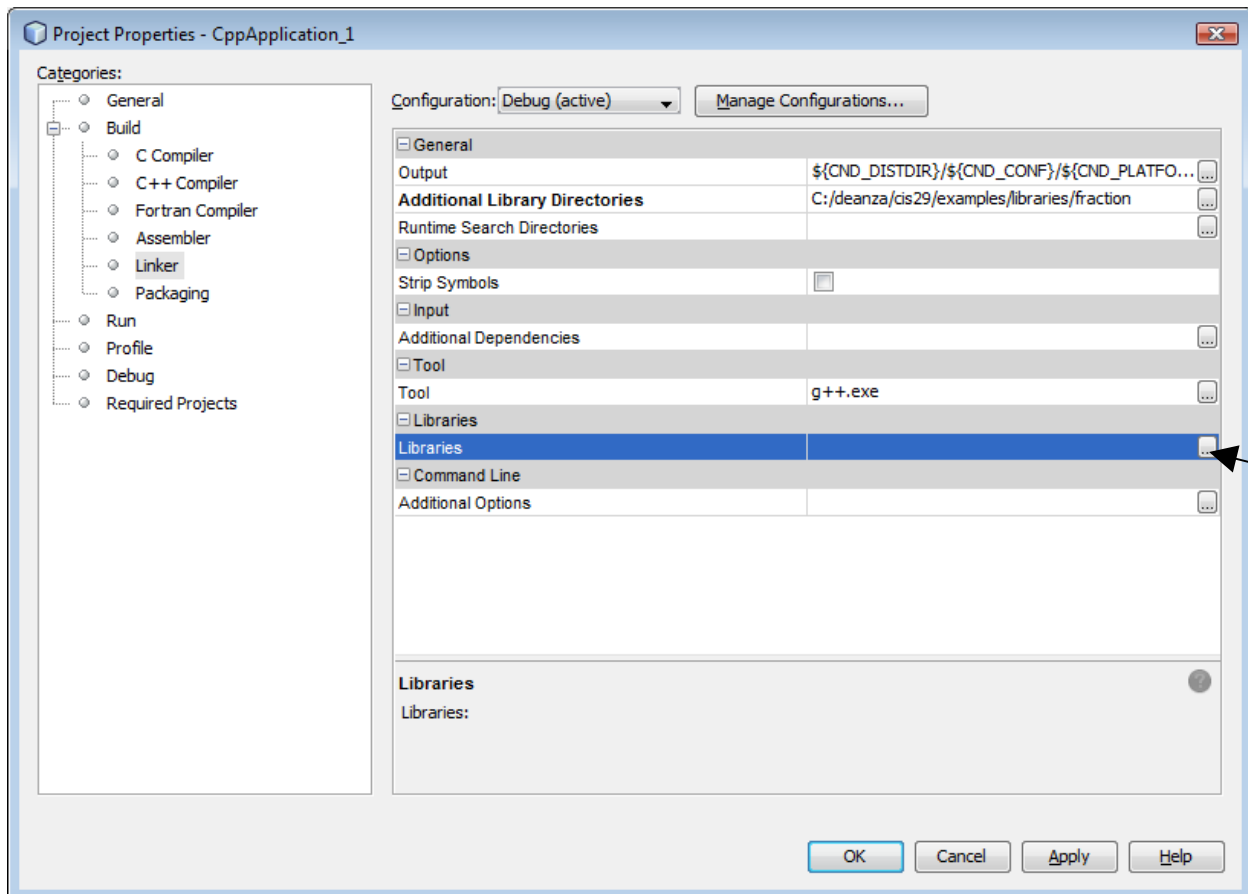


Locate and select your directory.

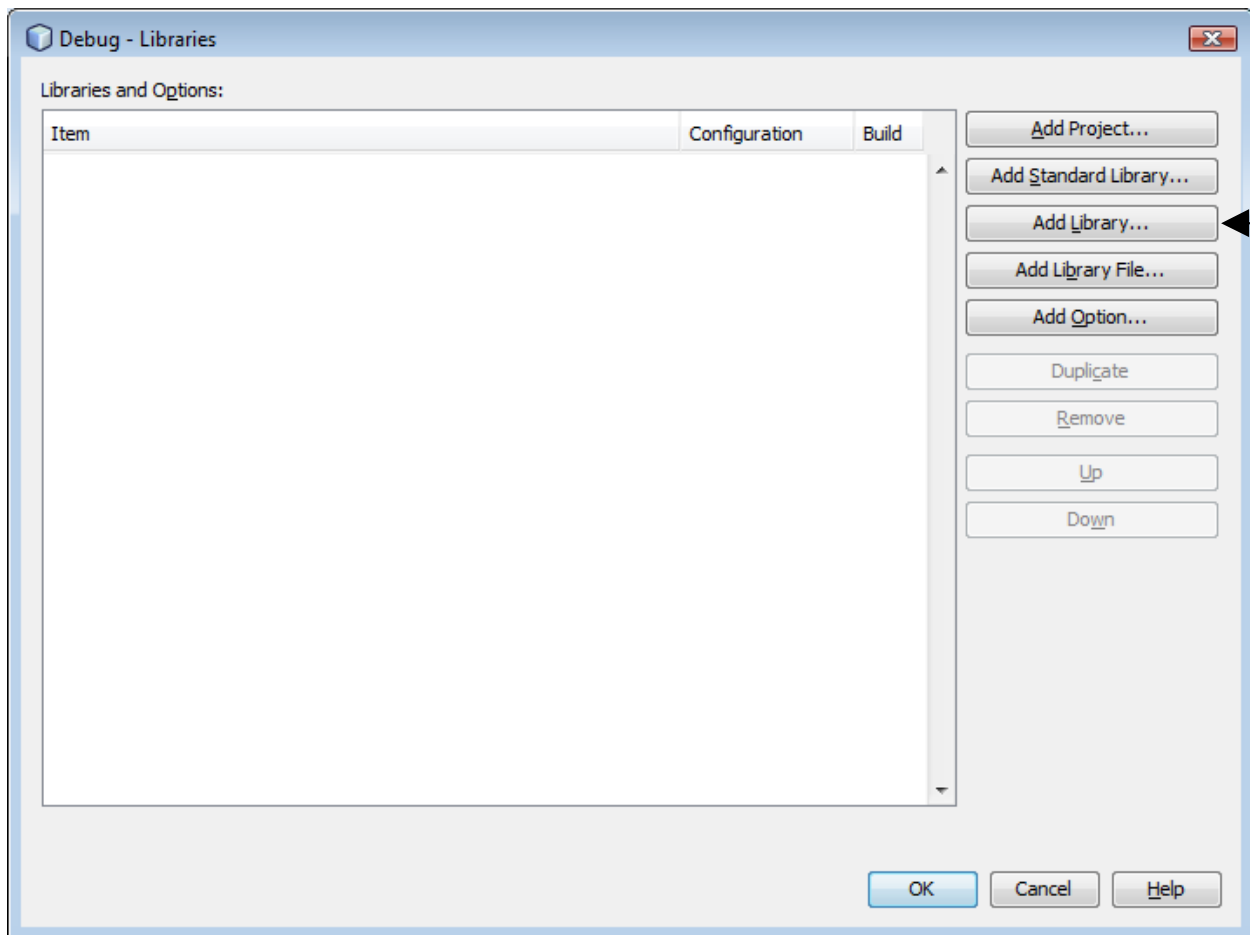


Select OK

In the Build – Linker Category, select ... after **Libraries**

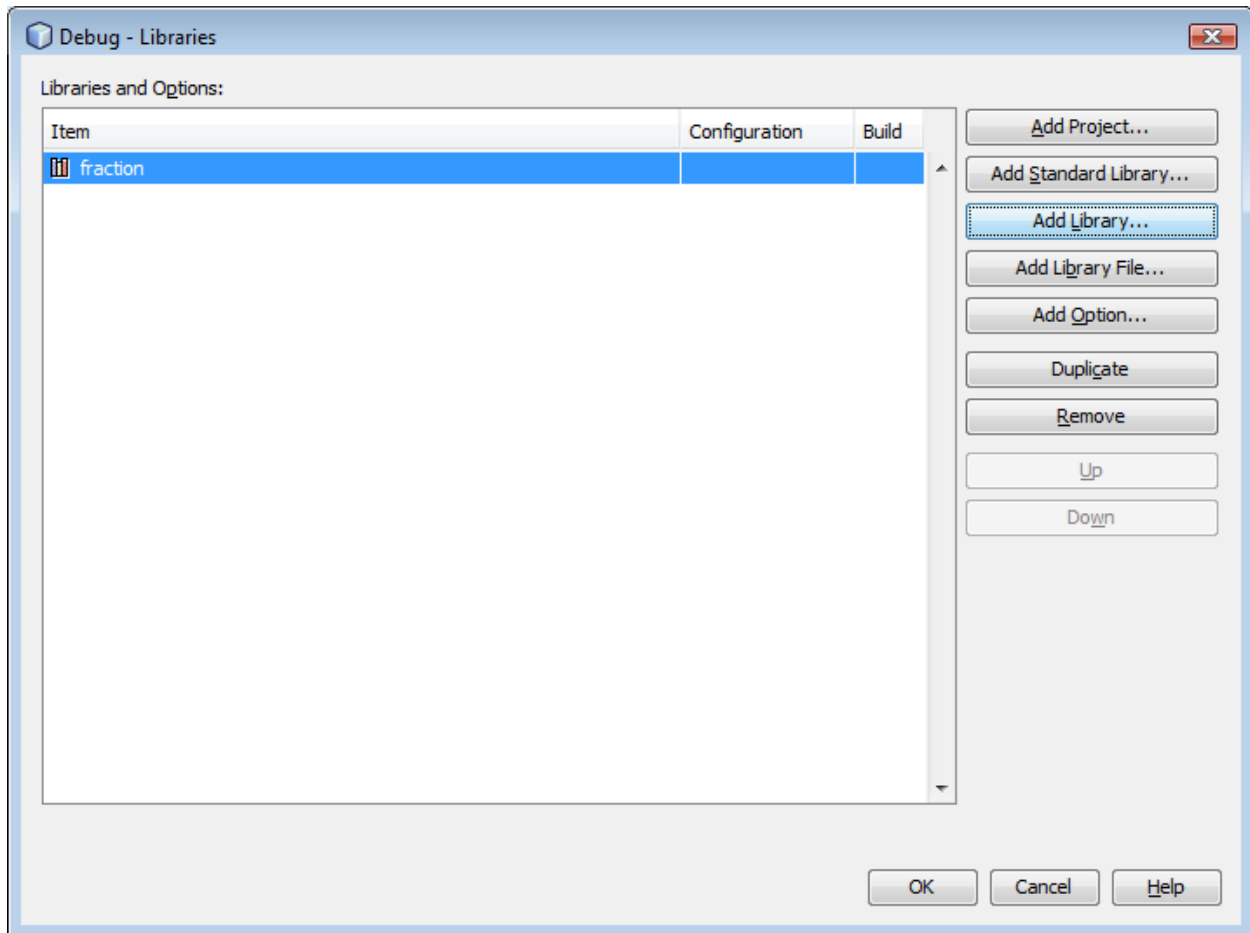


Select Add Library ...



Location your library archive file and select it.

Note: library will not be listed with the leading “lib” or the .a extension.



Select OK

Select OK again.

Now you can compile as usual.