Updating LibGadu

Now in Project libgadu is separate folder „libgadu” where new version of orginal libgadu should be placed. Below are changes made to compile library and work on Windows:

* libgadu.h – add #include „..\..\libgadu\_dll.h”
* for all function to be exported should be added LIBGADU\_DLL
* compat.h – add #include „..\..\compat\_w32.h”
* compat\_w32.h – add #define SHUT\_RDWR 2
* compat\_w32.h – add #define strncasecmp strncmp
* compat\_w32.h – add #define random rand
* pubdir50.c – add #include „compat.h”
* pubdir.c – add #include „compat.h”
* libgadu.c - comment out lines in gg\_free\_session:

// if (sess->pid != -1) {

// kill(sess->pid, SIGKILL);

// waitpid(sess->pid, NULL, WNOHANG);

// }

* libgadu.c - comment out lines in gg\_logoff:

if (sess->pid != -1) {

// kill(sess->pid, SIGKILL);

// waitpid(sess->pid, NULL, WNOHANG);

sess->pid = -1;

}

* http.c – cooment out lines in gg\_http\_stop:

if (h->pid != -1) {

// kill(h->pid, SIGKILL);

// waitpid(h->pid, NULL, 0);

h->pid = -1;

}

* dcc.c – add #include „..\include\compat.h”