
Subject: Re: Incorrect implementation of INITBLOCK (and similar macros) in case when flagBLITZ is not defined

Posted by [mirek](#) on Tue, 17 Jun 2008 07:33:15 GMT

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OK, I have done this:

In Defs.h:

```
#ifndef BLITZ_INDEX__
#define MK__s      MK__s_(COMBINE3(BLITZ_INDEX__, __LINE__))
#else
#define MK__s      MK__s__(__LINE__)
#endif
```

(replaced `#ifdef flagBLITZ` -> `#ifndef BLITZ_INDEX__`)

and then changed theide so that typical init file looks like this:

```
#ifndef _CtrlLib_icpp_init_stub
#define _CtrlLib_icpp_init_stub
#include "CtrlCore/init"
#include "RichText/init"
#include "PdfDraw/init"
#define BLITZ_INDEX__ F16649F474E89066DCB3F468E96F1D0DD
#include "CtrlLib.icpp"
#undef BLITZ_INDEX__
#endif
```

Mirek
