Subject: Re: Building & using U++ without TheIDE
Posted by sergei on Mon, 10 Sep 2007 10:25:16 GMT
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Actually the idea was to make one big lib of everything. I guessed it would be about 2MB or so, which IMHO is acceptable as an exe size. Linking to the lib and including whatever I need (e.g. CoreLib/CoreLib.h) would give me access to the library.

I removed some unnecessary stuff from building. I also realized that there is no documentation on what file / folder is what - and that sources are uncommented.
Now I'm building (folders): Core, Crypto, CtrlCore, CtrlLib, Draw, DropGrid, Geom, GLCtrl, PdfDraw, plugin, RichEdit, RichText, Web.

Still, extra files weren't the problem. It just skipped the previously first errors, right to the t.h and i18n.h undefineds. BLITZ problem or not, I just can't get the structure of the sources right. I set former icpp-files priority higher than the rest to make them compile first, but that didn't change a thing. I tried pragma once and ifdef guards, but no use. At least one thing is undefined/redefined.

I think the structure of the CPP/H is the root of the problem. I'm used to the classic CPP+H pairs, plus a main file. There's also a purely-H system (like STL and WTL). This structure is neither of them - there are CPPs without H, Hs without CPP. Moreover, any given file doesn't include its dependencies (e.g. i18n doesn't include String, although it uses it).

Is there any reason for such a structure? Can it be modified to be more "compileable"? If there are no further problems I'm unaware of, it should be possible to restructure most of the source within several days (all headers with pragma once, and include all dependencies). I could try to do it, if it would work and there is no better solution. Ideally, I'd wish it were a set of headers for immediate use, but since CPP are necessary, static library is just fine.

P.S. some warnings in non-core files (e.g. no return in AddItem) do seem to be errors, no?

P.S.2 why do files in plugin folder use short includes (#include "bmp.h" and not #include "plugin/bmp/bmp.h")?