Subject: Re: Building & using U++ without TheIDE
Posted by mirek on Mon, 10 Sep 2007 11:56:49 GMT

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sergei wrote on Mon, 10 September 2007 06:25
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.

That is not quite true:

http://www.ultimatepp.org/srcdoc$Core$Packages$en-us.html

While documentation lacks & lags, most of GUI stuff and Core is actually documented. However, we are using TheIDE's ability to bind rich text documentation with the code, so instead of comments it is in separate files (just press the Help button).

Quote:
Is there any reason for such a structure?

Definitely It is the most optimal structure for very large projects.

Quote:
Can it be modified to be more "compileable"?

Do you in include path the root of package nest, in this case "uppsrc"? (like c:\upp\uppsrc ?).

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

AddItem was error, thank you, already fixed.

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

OK. The idea is that usually, the package has the "main include", which is usually named the same as the package, e.g. CtrlLib/CtrlLib.h. Anyway, puttin all the stuff into single file would make it too big, that is why it is divided to parts.

But for .cpp files, the simplest way how to do #include is to use this main package header too.

#include "xxx.h" searches for the header in the same directory (as opposed to #include <xxx.h>)
Less typing....

Mirek