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Subject: Re: Building & using U++ without TheIDE  
Posted by [mirek](#) on Mon, 10 Sep 2007 16:09:59 GMT  
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Sergei, .h never get compiled (in any C++ build system) and except some minor differences (BLITZ and .icpp), U++ build system, w.r.t. compiler, is not really too different from any other build system.

C++ compiler is the same, rules for #include are defined by C/C++ standard (as are rules for #include "" vs #include <>, although these can be a little bit implementation specific).

It is therefore somewhat pointless to try to find out what "U++ compiler does", it is regular GCC or MSC compiler and it does nothing else than with any other C++ code.

My bet is that the main problem of your attempt is wrong include path.

Also, compile .c/.cpp/.icpp files only (I am not sure how codeblocks deals with .h files, if it invokes the compiler for them, you are certainly in trouble).

Quote:

```
#include <algorithm>
```

```
#include <string>
```

I thought U++ replaced STL with own containers...

Yes, that is correct, but people require certain level of compatibility. You can use STL algorithms with NTL (as long as elements satisfy STL requirements). Upp::String / Upp::WString have conversions from/to std::string.

Quote:

```
#pragma once
```

It is MSC specific, not defined by C++ standard. Main headers use normal define guards.

.hpp files are somewhat special, using this extension for template implementation stuff. Once again, this is about dividing long headers and grouping the stuff.

"#ifdef" and "#if defined" is the same thing.

.tpp: Just click the help button. Magenta button with question mark.