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Subject: Re: Building & using U++ without TheIDE  
Posted by [sergei](#) on Mon, 10 Sep 2007 18:59:29 GMT  
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OK, this set some things straight. So I can think of BLITZ simply as a build time optimizer.

I made some progress. I "solved" the icpp issue by adding this main.cpp file:

```
#include "Core/Core.h"

#include "RichEdit/RichEdit.icpp"
#include "RichText/RichImage.icpp"
#include "Web/Web_init.icpp"
#include "plugin/bmp/BmpReg.icpp"
#include "plugin/gif/gif.icpp"
#include "plugin/jpg/jpgreg.icpp"
#include "plugin/png/pngreg.icpp"
#include "plugin/tif/tifreg.icpp"
#include "PdfDraw/PdfReport.icpp"
#include "CtrlLib/CtrlLib.icpp"
#include "Geom/Ctrl/GeomCtrl_init.icpp"
#include "Core/Core_init.icpp"
#include "CtrlCore/CtrlCore.icpp"
```

I also set it to high priority, to force it to compile first. Some of these icpp don't include Core.h first, which might be a problem, but since Code::Blocks only compiles C and CPP, it isn't.

This yielded an error of INITBLOCK being defined twice (actually, something inside it). Sounds reasonable, same macro used in both GIF and BMP icpp-s.

Reordering includes in main.cpp to:

```
#include "Core/Core.h"

#include "Core/Core_init.icpp"
#include "CtrlCore/CtrlCore.icpp"
#include "CtrlLib/CtrlLib.icpp"
#include "Geom/Ctrl/GeomCtrl_init.icpp"
#include "RichText/RichImage.icpp"
#include "RichEdit/RichEdit.icpp"
#include "PdfDraw/PdfReport.icpp"
#include "plugin/bmp/BmpReg.icpp"
#include "plugin/gif/gif.icpp"
#include "plugin/jpg/jpgreg.icpp"
#include "plugin/png/pngreg.icpp"
#include "plugin/tif/tifreg.icpp"
#include "Web/Web_init.icpp"
```

Resulted in the old error of `LngEntry__` in `t.h` being undefined. But that struct is defined in `Core/i18n.h`, which is included in `Core.h`. `Main.cpp` is the first file compiled, so `Core/Core.h` should've been included. Weird.

And I did add project's dir to search directories of the compiler.

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