
Subject: Re: Building & using U++ without TheIDE
Posted by [sergei](#) on Mon, 10 Sep 2007 20:35:29 GMT
[View Forum Message](#) <> [Reply to Message](#)

OK, I still don't understand the purpose of icpps. Some have extra includes, some INITBLOCKS and functions. Wouldn't it be easier to make one global function like InitUpp that would do the registers, and call it in GUI_APP_MAIN? I'm working on a static lib project, so empty functions probably don't matter - nothing should be thrown out in static lib.

Priority (in Code::Blocks at least) means that this CPP will get compiled earlier than the rest. In static lib there is no main CPP which contains function main, so I prioritized main.cpp to ensure it is the first one compiled.

I actually managed to solve the Lng error (or did I?). t.h was missing NAMESPACE_UPP at top and END_UPP_NAMESPACE at bottom.

Now, next errors:

```
#include <TCtrlLib/TCtrlLib.h> (in Geom/Ctrl/GeomCtrl.h)
#include <TCore/TCore.h> (in Geom/Coords/GeomCoords.h)
Didn't find these files in the sources.
```

Then RefBase is undefined somewhere in Geom (whole package seems problematic - what is it for - IDE or something else?) - that RefBase is defined in Web/util.h - how's that related to geometry...

I removed Geom from project to see if I can continue - then I reached, once again, the INITBLOCK. Assuming I give up modularity, and want to build a single lib containing everything, except from stuff needed only for TheIDE, can I do something about the icpps? I mean, there has to be a nicer solution than using INITBLOCKS in different CPPs so they don't see each other...

P.S. the documentation is incomplete, how can I know what is used for TheIDE and what isn't? UWord uses only a small subset, e.g. Sql, Web, etc. are part of the library but aren't used.

P.S.2 what do I need to define besides PLATFORM_WIN32? DEBUG? UNICODE?
