Subject: Re: Building & using U++ without TheIDE
Posted by sergei on Wed, 12 Sep 2007 10:31:52 GMT
View Forum Message <> Reply to Message

I hoped moving away from MFC would result in getting away from all the macros, but I see they're alive and kicking...
How does it replace anything with line number? TheIDE feature? I've never seen this available in standard C++. If it's non-standard, why not replace all INITBLOCK with INITBLOCK_(X)-s? There are only about 30 of them.

I don't want to kill that 43-mins build effort, but IIRC since main.cpp compiled first:

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

#include "Core/Core_init.icpp"
...
```

t.h was included from Core_init.icpp:

```
#include "Core.h"

#define TFILE <Core/Core.t>
#include <Core/t.h>
```

The error with the unmodified file was that LngEntry was undefined (quite understandable, since Core_init.icpp doesn't have NAMESPACE_UPP). Less understandable is that the INITBLOCK actually ceases to function if I add NAMESPACE_UPP to t.h.

BLITZ is pretty impressive if it can understand which CPPs are unused (especially for CPPs sucha s Locale.cpp, that don't have H-s). But that's what I like about static libs - everything has to be compiled, so you can be sure you have no code that is simply unreferenced.

I don't yet understand why Core.h gets reincluded all the time (don't include guards prevent this?). But I think a rather simple batch could be used to create main.cpp with all CPPs/icpps included, and compile just it. BTW, does the whole static lib always get linked, or only the referenced part of it (if only part may get linked, then single compilation unit isn't a good solution)?

Here are unreferenced files from jpg:

ansi2knr.c
cjpeg.c
ckconfig.c
djpeg.c
example.c
jmemdos.c
jmemmac.c
jmemname.c
jmemnobs.c

jpegtran.c
rdjpgcom.c
wrjpgcom.c

Here are unreferenced files from tif:

fax3sm_winnt.c
mkg3states.c
mkspans.c
mkversion.c
tif_acorn.c
tif_apple.c
tif_atari.c
tif_msdos.c
tif_stream.cxx
tif_unix.c
tif_vms.c
tif_win3.c
tif_win32.c

I removed zim plugin since it didn't want to compile and I didn't see an example using it.

Now I have a 408MB static debug library
What's the largest debug exe ever built with U++? Does it even come close?

I am somewhat worried about stuff I removed, some of it might be used for other platforms (I don't have unix/linux/macosx).

Now I can try single compilation unit, release, precompiled headers.