Subject: Re: Building & using U++ without TheIDE
Posted by sergei on Wed, 12 Sep 2007 13:22:56 GMT

Ohh.. right, .upp. So these 20 or so files from jpg and tif are indeed forgotten. I also removed these from plugin/z:
example.c
maketree.c
minigzip.c

I think I'll continue with adding packages I've thrown out and checking for forgotten files. The only actual serious change was a few bugfixes in Locale.cpp.

I've managed to set Core/Core.h as precompiled header (not using single compilation unit). Build time went below 10 mins (very reasonable, wxWidgets is more than half an hour). Hopefully this way unnecessary stuff will be thrown out when using the static lib (11MB release, 410MB debug). I'll check that later.

I'm attaching modified Locale.cpp (original is in dev2b from sourceforge), and Debug and Release build logs (in case anyone wants to see the warnings).

Thanks for all the help. I want to shrink modifications to a single main.cpp file, so that anyone would be able to build U++ even if it is updated (not drastically, though).

File Attachments
1) Locale.cpp, downloaded 486 times
2) Logs.zip, downloaded 359 times