
Subject: Re: Building & using U++ without TheIDE
Posted by [mirek](#) on Wed, 12 Sep 2007 15:34:02 GMT
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sergei wrote on Wed, 12 September 2007 09:22Ohh.. 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

As for those removals... Well, if it is 3rd party plugin, I do not quite like removing open-source stuff... It should be dealt by using only some files, not removing.

Quote:

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.

Which is meaningless anyway - Locale.cpp is another forgotten file.

Quote:

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).

Hm, we should add gcc precompiled headers support to builders too...

Mirek
