Subject: Re: Building & using U++ without TheIDE
Posted by sergei on Wed, 12 Sep 2007 23:19:08 GMT
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I've encountered 2 problems:

1) GUI EXEs simply refuse to run. When I try to debug them, they "stall" before reaching WinMain. Executed, they just disappear (that is, launch and terminate immediately). Console programs work fine. I'd be glad to hear any ideas about what could go wrong. Just in case, here's how I reference my static lib (I made UppGUI.h):

```
#ifndef UPP_H_INCLUDED
#define UPP_H_INCLUDED

#define flagGUI
#define flagGCC
#define flagBLITZ
#define flagWIN32

#if defined(DEBUG) || defined(_DEBUG)
#define flagDEBUG
#define flagDEBUG_FULL
#endif

#include <CtrlLib/CtrlLib.h>

using namespace Upp;

void LinkUppInit();
#define APP_MAIN INITBLOCK { LinkUppInit(); } GUI_APP_MAIN

#endif // UPP_H_INCLUDED
```

2) The icpps solution Mirek suggested (dummy function for each) is indeed better than mine (main.cpp for all). It became obvious when removing LinkUppInit halved the EXE size (to 1.5MB) UWord is 2.3MB with GCC, so without LinkUppInit my static lib approach doesn't seem to incur any size penalty. Yet a question arises - how a regular build environment should decide which icpp should be linked and which shouldn't? For instance, RichText is included in CtrlLib.h, but might not be referenced in the program and thus thrown out by the linker. But if I call its link, it definitely won't be thrown out, even if unused.
A solution could be to let the users decide which links to call. But that's not nice.
A better solution (IMHO) is to convert these icpps to regular CPPs, and call the dummy function in the most important function of the package. This might not be simple, but there is logic basis to this idea - functions take care of their requirements. E.g. for PdfDraw, it would make sense to put that call in GetDrawingToPdfFn function (in Draw/DrawUtil), since it's there that the initialization of the static variable is needed. There should be no problem to put several dummy calls in places necessary.