Subject: Re: Building & using U++ without TheIDE
Posted by mirek on Thu, 13 Sep 2007 21:58:31 GMT

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sergei wrote on Thu, 13 September 2007 09:43
1) Is the first header in file section of .upp always the most important one of that package? If not, how can the main header be determined?

Usually it is first, but it definitely does not need to be determined - it is determined by the name of #include from another package.

Quote:
2) I've found files with other extensions (not h/hpp/c/cpp/icpp) that maybe should be handled somehow - .dli, .iml, .in, .lay, .patch, .t, .upt, .usc, .vc. How should I take care of these?

Ignore them, they are #included (if necessary).

Quote:
3) Having a static lib + correct includes, there should be no problem using them in any project - exe/dll/lib, right? I've seen in another thread that there are problems with using U++ DLL in U++ EXE - wouldn't static linking each to U++ just work (OK, 1MB or so wasted, but still)?

Frankly, I am not sure what might go wrong in that case... I think in principle, this should really work.

Quote:
1) ToUnixName is implemented in Path.cpp but not defined in Path.h - can't use it.

WinPath, UnixPath, NativePath "rework" slashes to the required direction.

Quote:
3) I don't understand how unicode is implemented. There is String, AString, WString, but there is no TString, or whatever the name, like there is TCHAR that expands into char or wchar_t, depending on whether UNICODE/_UNICODE is defined. How do I define whether I'm in unicode or not?

This is sort of irrelevant. There is no UNICODE mode. All the time you have 8-bit and 16-bit String/WString.

Recommended approach is to use UTF-8 encoding. In that case, both strings can contain unicode and there is simple conversion between them. (You can however use one of 15 WIN/ISO encodings as 8-bit default.

Quote:
 I mean, MessageBox will expand into MessageBoxA or MessageBoxW?

Always into MassageBoxA. However, in U++ you rather use Prompt, which can work with UTF8.

Quote:
And why path handling routines use char - can I handle unicode filenames with U++?

Unfortunately, there is drawback caused by fact that we still have to support win98, so we cannot use W variants . In practive, this is really minor trouble, but nothing to be happy about it.

Anyway, when you are using only functions from U++, there is automatic conversion between U++ default encoding and 8-bit encoding of Windows.

Mirek