Subject: Re: Building & using U++ without TheIDE
Posted by sergei on Sat, 15 Sep 2007 16:57:50 GMT
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I made some progress.

Tried to implement full Unicode (TCHAR/String/WString handling), but eventually
TheIDE/debugger went crazy (stopped several lines after breakpoint, for the same #ifdef
flagUNICODE in one place in file went to #ifdef, another place to #else). So I dropped the idea for
a while and returned to static lib building.

I made a mini-parser for *.upp files. Used it to generate list of used files, deleted them, ended up
with unused/forgotten files. I'm attaching a zip of persumably forgotten files, maybe they should be
removed.

I also found several referenced (used) yet non-existant packages:

TCore (Geom/Coords)
TCtrlLib (Geom/Ctrl)
TCtrlLib/Calc (Ole/Ctrl/Calc)
TDraw (Geom/Draw)
VectorDes (ide/VectorDes - it actually references itself, and by short path)

Additionally, directory separators aren't consistent - in some files '/' is used, in others '\'.

I also noticed that in plugin/png, most files are "pseudo-forgotten" - they don't appear in *.upp, yet
they are included in pnglib.c. Does this happen in any other package?

Are there any plans to clean up the source? These inconsistencies are somewhat preventing me
from completing the project generator.

File Attachments
1) Unused.zip, downloaded 416 times