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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 presumably forgotten files, maybe they should be removed.

I also found several referenced (used) yet non-existent 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.

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### File Attachments

1) [Unused.zip](#), downloaded 422 times

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