
Subject: Re: Building & using U++ without TheIDE
Posted by [sergei](#) on Mon, 17 Sep 2007 11:50:35 GMT
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I successfully compiled Animated Hello example, and it ran fine (jumping colorchanging letters). I'll try other examples later, though I'm afraid they might not work due to the way TheIDE treats .lay and .iml files (other IDEs probably won't know what to do with these).

With a few changes to main source (which IMHO don't break anything for people who use TheIDE), this won't be a port but a possibility of usage of source. The only significant change would be update of zlib package, but it might not be that bad since current U++'s version is outdated.

Maintenance would probably consist of watching that .upp files are correct (no broken references), and that there are no conflicting names in the whole U++. The latter is currently easy but might become more difficult in the future. That's because U++ has lots of functions and enums, that are members of the namespace yet aren't members of any class. That seriously increases the chance that 2 unrelated cpp files will have a function with the same name - erroneous when compiling as SCU. While not necessary, it might be a good idea to create static classes for non-class functions - e.g. GetCurrentDirectory would be Path::GetCurrentDirectory().

Please tell me if it's fine to update zlib to a newer yet modified version. Plus, it should get tested (any simple U++ programs that could be used to test if zlib works correctly?). I'll try to make smallest-possible changes list to the main sources.
