
Subject: Re: Building & using U++ without TheIDE
Posted by [mirek](#) on Mon, 17 Sep 2007 13:46:40 GMT
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sergei wrote on Mon, 17 September 2007 07:50I 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).

Should not be the problem, these files are just "compiled" using preprocessor. TheIDE has editors for them, but during build process, they are ignored (they do not have .cpp nor .c extension after all

Quote:

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.

a) This is unlikely. Also, just the same name is not enough, only same signature is the problem.
b) I do not quite understand this SCU issue. I thought that task is to make possible to use U++ with CodeBlocks and VisualC++. I believe that users rather expect .lib files?

Quote:

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.

Yes, it is OK. Alternatively, please put updated package here so that we can pick it up for the next dev release.

Mirek
