Subject: Re: Building & using U++ without TheIDE
Posted by sergei on Mon, 17 Sep 2007 16:33:52 GMT

luzr wrote on Mon, 17 September 2007 15:46

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?

Mirek

b) I started with the goal of .lib, yet now I find it rather unattractive due to the 410MB debug lib. With a lib there are 2 possibilities - redistribute it, or redistribute a project to easily build it. 410MB makes the former impossible, and the latter would require maintaining projects for different compilers/IDEs. + even with precompiled headers build time is about 10 mins vs ~1 min in TheIDE.

So what I did now, instead, is use SCU approach to drastically reduce compilation time (it's not much worse than BLITZ's now), partially at the cost of EXE size non-modularity (simple GUI and complex GUI apps will have the same big EXE since the whole CtrlLib package is linked).

I have an interface header for each package, implementing SCU, so when I do: #include <Upp/CtrlLib.h> it's like adding CtrlLib package in TheIDE. These headers are auto-generated from U++ source (using .upp files). So basically, user can work in Code::Blocks, without a static lib (saving space and better debugging), yet with similar fast compiles. Environment becomes quite similar to TheIDE, though there are drawbacks - no embedded help / .lay and .iml editors, and larger EXE size.

I believe these drawbacks aren't too big, and I don't rule out the possibility of building (based on PCH, not SCU) and redistributing a release-only lib to reduce final EXE size.

a) Unlikely? Yes. Yet possible and it happens. IsLeapYear is once a function, another time a macro. BINS is defined in heap and in draw palette, with different values. INITBLOCK/EXITBLOCK also cause conflicts since some happen to appear on the same line number. z.cpp (zlib) is for some reason in Core, and it redefines ASCII_FLAG, HEAD_CRC etc. already defined in plugin/z. RichText/Para.h has Code enum, yet Code is #defined in plugin/z/lib/deflate.h. These are the minor changes in main U++ source I was talking about. That, zlib, and a few casts in png to make it C++ compatible.

P.S. tried to compile on MSVC8. This piece from deflate.h:

```
#define Freq fc.freq
#define Code fc.code
#define Dad  dl.dad
#define Len  dl.len
```

Doesn't let me compile since Code and Len are names of parameters of functions in winnt.h. =>
RichText/Para.h is fine, zlib should be further modified.

I think I'll just prefix everything troublesome in zlib with "zlib_". Should work. Any demo projects to
test zlib? I want to make sure that the library still works after my modifications.