
Subject: Re: Building & using U++ without TheIDE
Posted by [sergei](#) on Tue, 18 Sep 2007 01:04:03 GMT
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Update: I've found a flaw in my SCU method. Since main.cpp will contain all U++ code due to the includes, any change in main.cpp will require full rebuild - not nice. I've reworked the structure - now there are 2 additional files - UppBase.h and UppBase.cpp. To use U++, user should copy & add both to his project. UppBase.h may be included in all source files that use U++. Also, UppBase.h contains #includes of packages that should be used. UppBase.cpp is a helper source, that will be the SCU. Unless it's changed (and it will change only if UppBase.h changes - which probably happens only when packages set changes), full rebuild of U++ won't be necessary.

Surprisingly, this method allowed me to detect more bugs. That's because all U++ headers are included before the first U++ cpp. Example: IsClipboardFormatAvailable is used in Draw/MetaFile, and it is defined in CtrlCore/CtrlCore.h. Seems fine, usually is fine, but actually incorrect. Draw package doesn't declare in uses (Draw.upp) that it uses CtrlCore, yet it uses its function. Not sure what's the best solution (easiest is to add CtrlCore to Draw's uses).

P.S. .upp inconsistencies that still haven't been corrected (as of 709dev1):
ide/VectorDes uses VectorDes (itself?, and wrong folder)
Ole/Ctrl/Calc and some Geom packages use T??? packages (such don't exist)
coff/uar/uld/uar.upp - probably should delete whole folder...