
Subject: Re: ArgcArgv – use argc and argv under Ultimate++!

Posted by [mr_ped](#) on Tue, 18 Sep 2007 14:49:40 GMT

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Well, I tried your UnitTest package but it didn't work for me (Your package is windows only). After that I forgot about it, and recently I made my own "Ultimatized" package of UnitTest++ sources. This time it should work both on linux and windows.

But I did hit the original sources much harder than you with changes:

- * macro CHECK is colliding with UPP macro CHECK (that's sort of stupid name for macro .. both from UPP and from UnitTest++, it's like asking for trouble)

- * moved them firstly into root package directory to allow for simple #include

<UnitTest++/UnitTest++.h>

- * renamed files TimeHelpers.cpp to avoid duplicate filenames because it's impossible to compile such package with TheIDE (no reaction so far in this thread from Mirek about adding "exclude from build WHEN" <http://www.ultimatepp.org/forum/index.php?t=msg&th=2712&start=0>)

- * compilation of content of those files is conditioned by flagWIN32

- * moved the tests of UnitTest++ into separate package, so it looks like how I intent to use UnitTest++ package.

(I did some last minute changes today to make it work on Win32 so I'm not sure if I didn't break linux compilation, I will check @home today evening)

(Mirek please, can you take a look on this please?)

I still have one major problem on windows. The test "CrashingTestsAreReportedAsFailures" (UnitTestTestTestTest.cpp line 64) is disabled in MINGW, so it "works" ok, but in MSC8 debug it does crash the program and TheIDE reports exception of reading from address 0. So the try {} catch block does not catch this crash. Why? Bad compiler options? U++ is stealing this exception? My windows installation is broken? Any ideas?

Under linux (Kubuntu 6.10, gcc 4.1) it works ok (166 tests passed, so also the one with crash is tested, with MINGW only 165 tests are done).

Back to my changes of UnitTest++ ... should I contact the maintainer of original project and suggest some changes which will make it easier to keep the U++ package up to date with minimal changes? I think the renaming of files is generally a good idea which will make it more portable, but rest is unlikely to happen.

And can this package be included in default U++ distribution? (after it will be maybe a tad more polished?)

<http://sourceforge.net/projects/unittest-cpp/>

License : MIT License

IMHO they have their own license in file COPYING, check my package, which is IMHO BSD compatible, the only restriction is the original license has to be included along with UnitTest++ package and substantial portions of it.

(argh, I broke it with my UnitTestTest package, I didn't copy the COPYING file there too sorry, I didn't think about it until now)

File Attachments

1) [UnitTest++.zip](#), downloaded 576 times
