Subject: Re: problem with compilation/linking - Duplicate .cpp file in single package
Posted by mr_ped on Tue, 18 Sep 2007 22:06:00 GMT

It's not about UnitTest package (I hacked it "to work" within minutes, see
http://www.ultimatepp.org/forum/index.php?t=msg&th=1156& amp;start=0& for ready-to-use
package).
It's about how to do it in "right way" (and with minimal changes to the 3rd party source), and about
my wishes what I miss in Ultimate tool chain.

My current version can't be simply updated to newer one just by replacing sources, all those little
changes must be preserved whenever I will upgrade it to newer version. So adding such feature
into TheIDE would both bring down the amount of changes needed, and it would also add a
feature which I feel is missing (yet I don't have any other source which would take advantage of it,
that's the reason why I say "feel").

I think the Core itself would benefit a little bit from it too, so some .cpp files (like
Core/Win32Com.cpp) can be without #ifdef on the beginning and end, simply excluded completely
from build process on different platforms.