Subject: Re: Building & using U++ without TheIDE
Posted by sergei on Wed, 19 Sep 2007 12:22:50 GMT

Well, I just hoped that it might simply work... I could explain whatever you want to know but I doubt that I'll be able to code handling myself.

I'm trying to compile HomeBudget - GridCtrl/GridDisplay.h didn't have NAMESPACE_UPP. sqllite3 has stuff like this:
typedef struct sqlite3_stmt sqlite3_stmt;
That have to be commented out to work in C++. Now, do I have to install SQL or something to test this project? I don't know how SQL works...

More: GridCtrl contains stuff like this: LG("speedx %d, speedy %d", speedx, speedy). LG is:
#define LG(x)   s << x << '\n'. So I believe something is wrong about the syntax.

I'm not sure if I'll be able to make sqllite work with SCU, since it's 2MB of source. Actually, the biggest package of U++... Better finish unicode (testing UWord).