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Subject: Re: Building & using U++ without TheIDE

Posted by [mirek](#) on Fri, 21 Sep 2007 07:49:25 GMT

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sergei wrote on Thu, 20 September 2007 21:36 I'm testing which packages compile as SCU and which don't. I've encountered some problems:

Inner Geom packages use T??? includes. Commenting them doesn't help, since geomcoord has this:

```
struct Tree : RefBase
```

```
{  
    Tree(pick_ Node& root) : root(root) {}
```

```
    Node root;
```

```
};
```

RefBase is only defined in Web. Is that the same RefBase? If yes, GeomCoord should have uses Web. If not, what RefBase does it need, and there is then naming conflict.

Sorry for the mess. Geom is not "canonical".

Quote:

Ole Ctrl has member of type Thread. But I'm not compiling multithreaded. Is multithreading a requirement for Ole Ctrl, or should there be some kind of #ifdef?

Yes. Which makes us aware about a new problem (Not only debug/release, but also single/multithreaded).

Quote:

MySQL didn't compile. I don't have #include <Sql.h>, and I don't know where MYSQL is defined (I need to install MySQL?). PostgreSQL wants #include <libpq-fe.h>, I have to install something too, right?

Yes and yes. I guess this rules out the possibility to have them in the same library.

Quote:

Web/SSL wants #include <openssl/ssl.h> and #include <openssl/err.h>...

Same issue.

Quote:

Zim, and removed stuff in png, gif and Draw/hrr use AlphaArray, which is never defined -> can't build Zim.

Noncanonical mess On the positive note, your efforts will finally detect all these problems

List of compileable packages (in MSVC) ATM (commented ones don't compile):  
[/quote]

OK, these commented out packages are canonical for non-SQL development:

```
##include <UppPkg/plugin_bz2.h>  
##include <UppPkg/plugin_pcre.h>  
##include <UppPkg/plugin_tif.h>
```

Quote:

I believe ndisasm should be excluded unless building TheIDE, since it's GPL, right?

Yes.

Mirek

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