Subject: Re: U++ as .lib
Posted by sergei on Sun, 23 Sep 2007 21:12:50 GMT
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luzr wrote on Sun, 23 September 2007 22:21Yes! Using makefiles?

I guess the real problem is that there are so many options and no really good solutions

Mirek

AFAIK makefiles are compiler/system dependent. There is such a thing as bakefiles, but I've never used them (actually I did, when I tried to build VCF, but it didn't work ).

Many options - yes. Good solution? Well, IMHO what I've posted in the other thread is fine. You just have a folder (UppLib), tell the user to use whatever compiler he wants, just add all files in the folder to a static lib project and build. Problem would appear only if the user has a compiler but doesn't have an IDE. But then, use TheIDE

This solution is flexible - a premade makefile would probably include a preset set of packages, or would be tricky to code to enable options. But with a folder of source, user could modify pkggen.txt, select whatever packages he wants, use the required flags with pkggen.exe and get a folder of sources HE WANTS. I might be reinventing the bakefiles/makefiles wheel, but this works.

I understand that you really want libs, but I wouldn't discard SCU for debug. It proved to be extremely useful when I was modifying U++ source (those tiny bugfixes). TheIDE debugger didn't work as expected, but with MSVC + SCU I was able to fix something and test it within half a minute. Guess I'm in the minority (people who modify U++ would prefer TheIDE), but still... It could be marked "for advanced users"