Subject: Re: U++ as .lib
Posted by sergei on Mon, 24 Sep 2007 17:57:48 GMT
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mr_ped wrote on Mon, 24 September 2007 18:35Good point about .upp files.

IMHO processing the .upp files directly trough (GNU) Makefile string manipulation functions may be possible (but pushing it to the limit - if possible).
Usually pretty often things like perl scripts are used, but that's adding another dependency, and I don't like such idea.
Under common posix/linux shell environment there's always good old sed and similar, but I have no idea how to process such things under bare windows.

The only thing definitely present on Windows is .bat (batches). But processing strings in batches is true hell (there is replace, but no way to tokenize), and is probably very slow too. There are also .vbs (VB scripts), but these could be disabled due to security risks (high likeness of them being viruses). Other scripts would either require some dependency or have to be compiled to exe - not much better than a dedicated C++ program...

OTOH, why not use a C/C++ program for Windows (amd maybe OSX), and use scripts for Linux/Posix (AFAIK it's next to impossible to precompile a binary to support all distros)? Or write something in plain C/C++, to be compileable with GCC anywhere?

Edit: Thinking of it, pkggen uses the U++ package headers it creates. So, if it's run the first time on Windows like pkggen.exe LINUX POSIX (or whatever other flags are required), the resulting source tree should be all that is required to compile pkggen from source on Linux.