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Subject: Re: Again about packages

Posted by [mirek](#) on Mon, 01 Oct 2007 09:39:49 GMT

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mdelfede wrote on Mon, 01 October 2007 04:48I've got a new question about packages. I have a big library, separated into sections, each of them is composed of many modules. For example :

```
    module a
Section 1 module b
.....
    module n
```

```
    module a
Section 2 module b
.....
    module z
```

I converted it to package format, giving a directory structure like this :

```
LibraryName/Section1/moduleA
LibraryName/Section1/moduleB
LibraryName/Section1/.....
LibraryName/Section1/moduleN
LibraryName/Section2/moduleA
LibraryName/Section2/moduleB
LibraryName/Section2/.....
LibraryName/Section2/moduleZ
```

And I've put up files on each module, making so a package for each module. Now, I'd like to know if it is possible to make a big package comprising all modules of each section, and have a dynamic module for it, and if so how it's done.

This depends on many things. However, one showstopper is that you cannot have only a part of application as .dll/.so (it is however possible that some future U++ version will allow this using multiple main packages...).

Quote:

I also need to give some compiler options on per-file basis (some defines and some compiler flags); if it's not possible to do it on a per-file basis, at least on a package basis.

For now I've resorted to do it on global compiler options, but that's not a satisfactory way, as this library requires some compatibility flags that enables compiler quirks that I don't like to have enabled an all sources.

This is simple and I guess this part is perfectly covered by U++ build system.

You do this in Package organizer. You can do this for the whole package or on per-file basis.

Mirek

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