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Subject: Re: Building & using U++ without TheIDE  
Posted by [sergei](#) on Tue, 09 Oct 2007 17:14:16 GMT  
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luzr wrote on Wed, 26 September 2007 22:56sergei wrote on Wed, 26 September 2007 15:01OK, never mind...

I'll just add BLITZ\_INDEX defines everywhere.

Did the other changes (like IsLeapYear) make it into the main source?

Working on it... But majority is INITBLOCK anyway...

Mirek

I see that 710dev1 is released, but AFAIK most of my proposed changes weren't applied  
Nevermind the INITBLOCKs, but why the other changes didn't make it?

I didn't have time yet to thoroughly test it, but these changes seem to still apply:

Info:

Packages coff/uar/uld/uar.upp and Geom/Coords/Ctrl/Ctrl.upp should be removed from source tree.

Core:

TimeDate.cpp - Removed #define IsLeapYear.

TimeDate.h - Added #define IsLeapYear since it has to be visible is CtrlLib/DateTimeCtrl.

z.cpp - removed enum, ASCII\_FLAG, HEAD\_CRC, EXTRA\_FIELD, ORIG\_NAME, COMMENT, RESERVED already defined in plugin/z,

GZ\_MAGIC1, GZ\_MAGIC2 were replaced with gz\_magic[0], gz\_magic[1] defined in plugin/z.

CtrlLib:

DateTimeCtrl.h - commented IsLeapYear function - already #defined in Draw/TimeDate.

Draw:

MetaFile.cpp - IsClipboardFormatAvailable replaced with ::IsClipboardFormatAvailable to resolve naming conflict.

Palette.cpp - BINS, BINSHIFT replaced with palBINS, palBINSHIFT to resolve naming conflict with BINS in Core/lheap.

Esc

Esc.h - #ifndef/#define ESC\_H replaced with \_ESC\_H\_ to resolve naming conflict with plugin/pcrc.

GridCtrl:

GridCtrl.upp - reordered files to ensure first file is the main header of the package.  
(something was changed about LG, might/might not work now)

PdfDraw:

PdfDraw.upp - removed Test.cpp - test program, not part of the package.

RichEdit:

Find.cpp - ReplaceText() renamed to ReplacementText() to resolve naming conflict with Win32 API function.

RichEdit.h - ReplaceText() renamed to ReplacementText() to resolve naming conflict with Win32 API function.

plugin/png:

png.h - marked modification.

pngread.c - added casts.

pngutil.c - added casts.

pngset.c - added casts.

plugin/jpg:

Whole plugin rework.

Appended filename to functions marked LOCAL to resolve naming conflicts.

Added include guards.

Modified #define/typedef names to resolve naming conflicts.

plugin/z:

Whole plugin rework. Updated to version 1.2.3.

Changed function declarations from K&R to ANSI C style.

Added include guards.

Modified #define/typedef names to resolve naming conflicts.

Though I'm really glad to see unicode (W versions) implemented so quickly. I'll try my unicode files/registry test later.