Subject: Re: Building & using U++ without TheIDE
Posted by sergei on Tue, 09 Oct 2007 22:51:58 GMT

Quote:Well, it might get macro-replace with ReplaceTextA, but who cares?

Exactly. ReplaceText is a macro and thus doesn't care what is a global function and what isn't. In my case it replaced it with ReplaceTextA, instead of using method, in this call for example:
Insert(cursor, ReplaceText(), false);

Quote:Is it really that good idea to change 3rd party code?

Not as a general rule. But U++ 3rd party plugins are mostly under BSD-style license, so, unlike GPL, there should be absolutely no problems modifying it (that's the point of BSD, isn't it). + Last zlib release is from 2005, jpeg from 1998, so it's rather unlikely any of them will be changed anytime soon (ever?). Thus IMHO modifying these two shouldn't be a problem - one time change and that's it. While SCU reasoning probably won't appeal to you, I'll note that some modifications were also due to non-C++ code (K&R style, missing casts, use of this as variable name, defines conflicting with code in other packages).

Some other libraries (tiff, png) are still maintained, these should be examined each. PNG should be used IMHO since the modifications are merely casts required by C++ but not by C. TIFF and others, I haven't checked yet.

Some "tough" libraries like sqlite could possibly be built as a separate lib. For non-core plugins (like zlib) this makes sense - every time such a library is updated, plugin could be rebuilt. Can TheIDE use libs internally?

P.S. Checked unicode on files, works out of the box   Now U++ has 99% unicode support (except for surrogate pairs).