
Subject: Re: Building & using U++ without TheIDE
Posted by [mirek](#) on Thu, 18 Oct 2007 12:44:11 GMT
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Well, but BLITZ is at this stage well defined and integral part of U++. It is sort of standard SCU approach for U++. Why should we support another SCU based build system?

BTW, would not it much easier to just reuse BLITZ for the task? AFAIK, you already have the code that takes uppsrc and generates SCU out of it. So what is the difference from using genuine BLITZ code which in fact does something similar and can even do the same (after a bit of fixing of the code)?

Mirek
