## Subject: Re: Building & using U++ without TheIDE
Posted by sergei on Thu, 18 Oct 2007 15:49:12 GMT

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luzr wrote on Thu, 18 October 2007 14:44Well, but BLITZ is at this stage well defined and integral part of U++. It is sort of stardard 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


Why not? I can't just reuse BLITZ, since my code doesn't generate a big CPP file. It generates headers, that through the use of #includes implement SCU in any given compiler. If I reused BLITZ, I'd have to regenerate uppsrc on every modification - which would require some custom build setup - for every IDE. In my SCU, only if there is a serious change to the filesystem - add/remove file/package headers have to be regenerated. The SCU part is performed by the compiler's preprocessor. But as I said, if ReplaceText is the problem I think I can get around that.

I'm trying to make it simpliest to get running - it should look just like a library that you include/link, not an intimidating framework requiring own build process.