Subject: Re: #include "_uses_.h"
Posted by cbpporter on Mon, 18 Aug 2008 18:59:48 GMT
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It's not going too far, but not quite necessary on the other hand. With such a modification you'd have almost perfectly mimicked a Java like package system. You won't stop until you turn C++ into something it's not .

Another idea, completely unrelated to you proposition: how hard would it be to create fake packages which include just some .h files that are parsed for Assist++ purposes, but are otherwise completely excluded from build. This is so that interacting with non U++ libraries becomes easier. Right now I have to create a package based on the library, it has to compile and link, and before deployment I have to replace it with "official" library.

And one more, for which I was going to start a new thread, but I'll just post here: how do you feel about having some autogenerated C interfaces for some GUI classes to allow cross language bindings? The only real problem I see is with callbacks.