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Subject: Re: #include "\_uses\_.h"

Posted by [cbpporter](#) on Tue, 19 Aug 2008 08:48:38 GMT

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luzr wrote on Tue, 19 August 2008 01:28

Eh, actually, would not it be easier to support non-U++ headers directly?

At some moment in the past, I was experimenting with this. I have abandoned the idea because both STL headers and Win32 are riddled with macros, so it has not produced any good results.

But when macros are covered....

It would be easier and more straightforward. If you think that it will be technically possible to get header parsing working at this moment that is. The headers I'm using are not only riddled with macros, but also a lot of freaky constructs. Can't alter them though. GPL.

Quote:

"uneasy" ?

. Care to elaborate?

BTW, mr\_ped does have a point. On the other hand, I don't think that we'll ever have "minimal .h dependency" approach to code layout, so I doesn't really matter IMO.

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