
Subject: Re: Why each package should reside in its own directory?

Posted by [mirek](#) on Sun, 21 Sep 2008 22:23:22 GMT

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Novo wrote on Sun, 21 September 2008 16:37luzr wrote on Sun, 21 September 2008 14:34
Also, sometimes when adopting 3rdparty sources, you can use approach demonstrated in
plugin/png...

Mirek

In case of plugin/png and other plugins you copy files into plugin/<package> directory. I do not want to do that because I want to keep original source code structure, and I want that because I want to be able to update third-party source code from original VCS (CVS, SVN, Mercurial, Monotone, etc).

Why cannot your original source code structure start at package folder? (with U++ wrapper if needed).

Quote:

Another issue with UPP-project files is that project-files use absolute absolute paths. That makes impossible to move project files between computers and different OS.

Huh? The main purpose is to AVOID the need for absolute paths. All package file paths are package directory relative, UNLESS you use "Add any file" (which is only for the use in very specific situations).

Mirek
