luzr wrote on Sun, 02 November 2008 21:46
Usually, and I would recommend that, when developing U++ app, we are using single "main" header per package and all C++ files include this one.

I believe you but the project grows and it takes really long (on my machine) to compile everytime the hole file - and I don't like large files .

luzr wrote on Sun, 02 November 2008 21:46
In that case, put those .iml lines with "iml_header.h" to this header and "iml_source.h" to any single .cpp.

Anyway, what you have done works too, of course. All you need to remember is that "iml_source.h" include is equivalent of defining all iml elements. And there is "one definition rule" in C++ - no function or variable can be defined twice (or linker error).

Ok, now I understand the description in the docu

luzr wrote on Sun, 02 November 2008 21:46

Just one more note - if you are doing things wrongly, it sometimes might lead to weird problems when you compile in debug mode (it compiles sometimes, sometimes not). This is caused by BLITZ compile accelerator, which sometimes hides wrong arrangement of headers.

Mirek

Thanks.

regards

reinhard