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Subject: A problem with UPP application scale . . . UPP exonerated, the rest of the story.

Posted by [jlfranks](#) on Thu, 19 Feb 2009 18:41:24 GMT

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Our UPP application has been growing for over a year. We have over 75 screens, custom UPP widget library designed for touch screen access, virtual keyboard for editing, etc.

The problem is the header and .lay files. Any modification anywhere causes the world to recompile. Just adding white space to a header file, or changing a label content (.lay) causes a long compilation on a dual core machine with 2 GByte RAM running openSuSE 10.2

Is there a way of breaking the dependencies so that the menu hierarchy is not so sensitive to recompiling everything?

Can pure abstract base classes be used somehow to present interface and not implementation to insulate from changes in headers and .lay files?

Any suggestions are welcome.

--jlf