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

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