
Subject: Re: Commandline builds (linux) [PATCH]
Posted by [dolik.rce](#) on Sat, 18 Jul 2009 04:07:25 GMT
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Novo wrote on Sat, 18 July 2009 05:01 Sorry, I thought you wanted to profile TheIDE ...

No, it's very good as it is

Anyway, I studied the code handling commandline builds and I propose following patch:

First `Ide::SetMain()` in `ide.cpp` (and `ide.h` of course) would get one more optional parameter, specifying if it's called in command line mode. Assist++ and help indexing is not necessary in this case (and probably even more functions called from there, I didn't have time to check what they all do), so we can simply skip it:

```
void Ide::SetMain(const String& package, bool build=false)
{
    FlushFile();
    SaveWorkspace();
    transferfilecache.Clear();
    main = package;
    export_dir = GetHomeDirFile(main);
    mainconfigname.Clear();
    mainconfigparam.Clear();
    ScanWorkspace();
    SyncWorkspace();
    LoadFromFile(THISBACK(SerializeWorkspace), WorkspaceFile());
    editorsplit.Zoom(0);
    UpdateFormat();
    String e = editfile;
    editfile.Clear();
    MakeTitle();
    MakeIcon();
    SyncMainConfigList();
    AdjustMainConfig();
    SyncBuildMode();
    SetHdependDirs();
    SetBar();
    HideBottom();
    if(IsNull(e))
        e = GetFirstFile();
    if(!build){
        SyncRefs();
        StartCodeBase();
    }
    EditFile(e);
}
```

Then, in `idewin.cpp` on line 828 (according to version 1422) it will be called like this:
`ide.SetMain(arg[1], build);` Variable `build` is already defined there.

That is the most straightforward solution I could find. Could someone from the developpers (probably Mirek I guess;-)) look at this code and check it, please? I've tested it without any problems, but I don't really know the internals of Thelde. Also as I have mentioned before, some other functions in SetMain might go into that if statement, while they are useless without GUI. Those two I picked just to eliminate ProgressIndicators from being shown.

Honza
