Hi Luigi,

Well I used boost Spirit for sure but the good news is that it's only headers !)
Which means there is no library to link with. Compile the code that uses it and it's done.

In fact, in my project I added a UPP package named Boost_1.41.
It contains the boost zip unpacked and ... only an include path to it:
- no libs
- no source files.
==> It's almost an empty project

I only used it as a facility to manage the include path to the boost files.

In practice:
Create the boost_1_41_0 package.
Open the package organiser
 -> add an internal include containing "."
Unzip the boost zip in the package directory.

You're done !

I'm gonna try to make the boost package with only the necessary headers, no source files nor
help or test code: just the minimum.
I hope it won't get to big

Concerning the size, spirit is designed to build only the necessary code so it's not very big.
The application size is not a good indication so heres one:

* 454472 ReportGenerator.o
* 13692 StringReplacer.o

When you compare what's in StringReplacer.cpp (almost nothing) I think the size of
ReportGenerator.o which contains everything else is quite small

The only drawback to using boost::spririt is that you need a good C++ compiler. But that shouldn't
be to hard to find

Here a screenshot of the 3 example reports generated from 3 different templates but with the
same user code.

File Attachments

1) ReportGeneratorTest1_.jpg, downloaded 1330 times