Subject: Re: howto duplicate main package and rename classes "in bulk"?
Posted by gprentice on Sat, 22 Apr 2006 09:23:52 GMT

fudadmin wrote on Sat, 22 April 2006 19:21The trick:
#define PACKAGEDIR <ForlanoVega1
doesn't work correctly with at least optimal modes and BLITZ.
Does anybody know the reason?

I did a quick test using VC7.1 and GCC 3.4 and this "trick" seems to work with both, but I did it outside of U++. Did you try turning off Blitz? (I haven't caught up with what Blitz does yet).

According to the standard I think what you're doing should work but I'm fairly sure it doesn't work with at least the Borland compiler - which doesn't matter here. The bit that's implementation defined is how the tokens between the <> or the "" are interpreted, so as far as I can see, the string folowing the #include should be substituted and re-substituted at least until it has <> and ""

 http://gcc.gnu.org/onlinedocs/cpp/Computed-Includes.html#Com puted-Includes

I believe one thing to watch out for is the possibility that
#define QUOTE "
might be rejected by a compiler because " by itself is not a valid token - it requires two " to be valid
 - I'm not entirely sure about this though.

Also the difference between <> and "" with U++ supported compilers is that use of <> means the "current" directory isn't looked in, but with "" it is.

Graeme