
Subject: Re: is there U++ coding style reference?

Posted by [koldo](#) on Thu, 29 Jul 2010 08:10:05 GMT

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Some more advices

- Include package files using "Insert package directory file" mainly, instead of using "Insert any file".
 - In the second case, tend to use relative to package directory file paths instead of absolute paths.
 - If you use Bazaar package, include it to Assembly doing this: "File/Set Main Package", "Assembly" area, right button, "Edit assembly..." option, "Package nests:" field, adding the absolute path to Bazaar at the end.
 - Include relative paths instead of absolute in #includes, like #include <Scatter/Scatter.h> instead of #include "/folderA/folderB/Scatter.h"
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