
Subject: Re: How to import existing MinGW/C++ projects into TheIDE

Posted by [gprentice](#) on Sat, 29 Apr 2006 06:24:31 GMT

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guenthk wrote on Sat, 29 April 2006 06:14 We had hoped that we could utilize TheIDE as a development environment for our existing C++ project on the Windows and Linux, just as you can import existing source trees in Eclipse or KDevelop, but I couldn't find out how to achieve that.

Our project (see <http://lavape.sf.net>) is based on Qt4 and runs on Windows, Linux, and further Unixes. On Windows we'd like to support also the MinGW g++ compiler, but we have existing custom makefiles that we'd like to use also for MinGW. The project workspace contains a number of subdirectories (belonging to sub-projects having their own makefiles).

Is it possible to import such a project structure into TheIDE?

Many thanks in advance for your help.

Klaus.

In addition to what Mirek said -

If you have external make files, why do you want to use U++ and why would you want to import a "source tree" into a U++ project. Is it because you want to use U++ code navigation Assist++ ?

You could see this thread.

<http://www.arilect.com/upp/forum/index.php?t=msg&th=159& amp; amp; amp;start=0&>
and this one

<http://www.arilect.com/upp/forum/index.php?t=msg&th=183& amp; amp; amp;start=0&>

Also read [http://upp.sourceforge.net/app\\$ide\\$PackagesAssembliesAndNest s\\$en-us.html](http://upp.sourceforge.net/appidePackagesAssembliesAndNest s$en-us.html) to understand packages, nests and assemblies.

If you want to add files to a package that are not within the package folder or subfolders, then in the lower lefthand pane of theIDE, right click and select "insert any file(s)" - then browser to a folder, select all the files you want to add and click OK. After that, check the package .upp file to see how it has added the files you selected.

Graeme