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

Posted by [mirek](#) on Sat, 29 Apr 2006 14:07:01 GMT

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Quote:

For us, the main problem seems to be the very rudimentary state of the U++ documentation and the fact that Qt and Qt applications make heavy use of macros in C++, which might disturb the U++ code analyzer.

Well, that is the problem. At current stage of development, analyzer ignores #include files (because otherwise it would be too slow), therefore knows nothing about macros.

However, there is a workaround - "Ignore list". Try to add macro names to it (it is item in Assist menu) and parser will simply ignore them. Of course, solves just basic issue (just enough to make it work for U++ library...)

Quote:

unrelated to the class/method in question. Will this problem disappear when using the U++ build system?

Actually, it is not about using build system. It is just that only files that are "in project" are scanned using the parser.

Quote:

In order to make use of the U++ build system: Would I have to make U++ packages from our existing sub-projects?

Yes. However, while enforcing directory structure just like in U++ is desirable (because it makes your project portable), you could also use "open any file" and keep files in original folders - however that will put full pathes to the .upp file.

Thinking about it, if your project is not very big (e.g. less than 20 files), you could consider putting it all into single package, arrange so that .upp file is its "root" (because all package files are relative to .upp file location).

Quote:

Will this work without also using U++ built-in packages and libraries?

Yes.

Quote:

Is it possible to use the same U++ configuration (*.upp) files on Windows as well as Linux?

Of course, that is the point!!!!

Quote:

When using the U++ build system: Does U++ provide an easy way to jump from the compiler's error output to the respective erroneous source line by a single (or double) click?

Yes. Double-click or F4.

Mirek

P.S.: there was another related Qt question a couple of days ago here. Perhaps you should cooperate; I am no Qt expert and just barely suspect that in order to compile, you will have to add custom build steps for "moc"...

P.P.S.: I am really not sure whether this will work... Admittedly, TheIDE is designed with U++ library in mind (just like MS Visual Studio is designed with MFC/.NET in mind).