Subject: The power of Waf
Posted by chickenk on Wed, 20 Oct 2010 15:20:13 GMT

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Hi everyone,

the (very successful) attempt from dolik.rce to get a working generic Makefile got me thinking more about alternatives building ways for U++.

This is important IMO because it mostly means you don't have to rely on TheIDE (which I love, don't get me wrong) and it's a big step towards the effort of making U++ libraries standalone (think usable in an existing project non U++-friendly).

I had some previous experiences with the Waf build system (http://waf.googlecode.com) which is a very good piece of software in my opinion. Anyway, I tried to compile some parts of U++ with it, and the result is the wscript file attached.

A wscript for waf is the pendant of the Makefile file for Make. This one should be copied in the base dir of u++ (for example in $HOME/upp, containing uppsrc, reference, tutorial etc.).

You will also need waf. DO NOT INSTALL IT ON YOUR SYSTEM! The preferred way is to copy the waf script (a 80kB file) in the same place as your project root. In our case, copy it in $HOME/upp (or corresponding location). You can grab it here:
http://waf.googlecode.com/files/waf-1.6.0

Once it's downloaded, here are the instructions:
$ cd $HOME/upp
$ mv waf-1.6.0 waf
$ chmod a+x waf
$ ./waf configure
$ ./waf build
And if everything goes right, you'll get a build directory with Gui01, Gui05 and Gui19 apps compiled in (the equivalent of) release mode.

That's just a start, lots of things to do, but I wanted to make it public so that you can react. I don't have much time to involve to it so it may be a desperate attempt, but anyway...

UPDATE: In order for CtrlLib to compile, since I use a glob to get all cpp files in the directory, you must delete manually the file uppsrc/CtrlLib/SSettings.cpp which should not be here. It is a duplicate of the used one in Draw, and I believe it should be removed from the svn repository.

Enjoy.
Lionel

File Attachments
1) wscript, downloaded 441 times