
Subject: Re: Added SysExec package

Posted by [dolik.rce](#) on Mon, 24 Jan 2011 08:54:24 GMT

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mdelfede wrote on Sun, 23 January 2011 18:36 Added SysExecGui package, which has a gui frontend for password reading (in Linux) and same functions (without password reading) for windows, to have a uniform interface.

It uses SysExec package, adding CtrlLib dependency for gui apps; for non-gui apps, use SysExec which don't have CtrlLib dependencies.

Hi Max,

This is a very nice package and definitely useful. I have just one proposal: what about merging SysExec and SysExecGui into one package? I think it makes things easier for user. All you would need to do is:

- 1) Move files from SysExecGui to SysExec
- 2) Put `#ifdef flagGUI` guard around the code in SysExecGui.cpp
- 3) Put `#include SysExecGui.h` at the end of SysExec.h (again only `#ifdef flagGUI`)
- 4) Add package CtrlLib into SysExec with "when GUI" condition
- 5) Check the include paths for SysExecGui leftover and few other simple to solve details.

It would make life a little bit easier for people (like me) who sometimes write apps that can be compiled both with GUI and CLI or who start with CLI and later switch to GUI. But it is just a proposal, if you think it is not a clean solution feel free to leave it as is, after all it is not that hard to make it work the same way on the user package level.

Best regards,
Honza
