
Subject: Re: Compound New <:PACKAGE:> name etc. [FEATURE REQUEST]

Posted by [forlano](#) on Fri, 19 May 2006 11:50:43 GMT

[View Forum Message](#) <> [Reply to Message](#)

gprentice wrote on Fri, 19 May 2006 12:23 I'm not sure I understand but it seems the purpose of the author/prefix/version items is to make it easier to duplicate the package in future, however I don't understand why this makes it easier ?? Is your "duplicate package" command going to go through all the package source files and change `#include <packagenameV1/xxx.h>` to `#include <packagenameV2/xxx.h>` ??

You have anticipated my same question.

Quote:

With the HelloWorld example, you can duplicate the package by copying the directory and calling it HelloWorld2 and renaming the upp file to HelloWorld2. The source files in the package don't explicitly use the package name in any `#includes`.

Instead it seems the package name appear in the sourcefile although not in the `#include`. I'm referring to the LAYOUT and IMAGE file via `#define`. For example in my code appear:

```
#define IMAGECLASS   Vega3Img
#define IMAGEFILE    PACKAGE_DIR/Vega.iml>
#include <Draw/iml.h>
```

```
#define LAYOUTFILE   PACKAGE_DIR/Vega.lay>
#include <CtrlCore/lay.h>
```

Where PACKAGE_DIR is in turn substituted by a `#define` with the package directory. A way to proceed that is not satisfactory as you noted in another post but it works.

Luigi
