
Subject: Re: Excluding files from build depending on flags

Posted by [fudadmin](#) on Mon, 19 Sep 2011 13:38:03 GMT

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there are files in CtrlCore like Win32Wnd.cpp and similar Win32*.cpp which have all the code inside them surrounded by `#ifdef PLATFORM_WIN32`

...

...

...

`#endif`

and accordingly X11Wnd.cpp and similar X11*.cpp

which have all the code inside them surrounded by `#ifdef PLATFORM_X11`

...

...

...

`#endif`

As I understand, the whole code inside those files is excluded from compilation according to the platform. Sorry if I am not able to catch other reasons what would you like to achieve.
