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Subject: Re: Excluding files from build depending on flags

Posted by [dolik.rce](#) on Mon, 19 Sep 2011 14:15:18 GMT

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Hi Max,

I was facing similar solution when making the portaudio plugin. I solved it by leaving the platform specific files out of package, just including them conditionally inside of pa\_upp\_platform.c: #ifdef flagPOSIX

```
#include "os/unix/pa_unix_hostapis.c"
#include "os/unix/pa_unix_util.c"
#else
#include "os/win/pa_win_hostapis.c"
#include "os/win/pa_win_util.c"
#include "os/win/pa_win_waveformat.c"
#include "os/win/pa_win_coinitialize.c"
// #include "os/win/pa_x86_plain_converters.c"
#endif
```

It is an ugly workaround, but it works. Of course having the ability to compile files conditionally would be a nice feature to have.

Best regards,

Honza

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