Subject: Re: Excluding files from build depending on flags
Posted by fudadmin on Mon, 19 Sep 2011 14:52:14 GMT

dolik.rce wrote on Mon, 19 September 2011 15:15Hi 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

Settings for individual files would be maybe good. But then this topic should have been started (or moved?) to the ide wishlist?

Honza, but these workarounds are only needed for external projects? Or do you see them used for your own projects?

Also, for external projects there is a possibility to create separate packages for different platforms...