Subject: Re: CPP file dependency
Posted by mirek on Thu, 22 Sep 2011 07:36:14 GMT
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dolik.rce wrote on Tue, 20 September 2011 06:53raxvan wrote on Tue, 20 September 2011 12:04In theide, is it safe if i use macro magic like #include MY_FILE and MY_FILE is defined in some other place? How do you scan then for dependencies without implementing a full preprocessor? This is basically my initial problem. How to solve a dependency if "#include MY_FILE" is used.
Nope, as of now TheIDE doesn't understand macros very well, so this is not really safe. On POSIX platforms you could use "touch" as custom build step to force update of the files with the #include, but that is not portable and in some cases it would result into rebuilding everything all the time...

Actually, the code used to check for dependencies accounts for macros quite well. Otherwise we could not use #include LAYOUTFILE etc...

Mirek