Subject: how to #define/#include correctly the .iml file
Posted by forlano on Wed, 24 May 2006 19:52:01 GMT
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This topic is connected with another post where I signaled that linux wont compile. The problem is in the #define and #include of .iml that perhaps work under windows for the wrong reason.

I've vegamain.h that is included everywhere except in optionImage.cpp. Here it is vegamain.h:

```
...
#include <Vega3/OptionImage.h>
#include <Vega3/TwoCtrl.h>

#define IMAGECLASS    Vega3Img
#define IMAGEFILE     <Vega3/Vega.iml>
#include <Draw/iml.h>
...
```

OptionImage.h, that is included only in optionImage.cpp, read:

```
...
#define IMAGEFILE <Vega3/Vega.iml>
#include <Draw/iml_header.h>
...
```

and then main.cpp where I've

```
#include "VegaMain.h"
...
#define IMAGEFILE <Vega3/Vega.iml>
#include <Draw/iml_source.h>
...
```

All this work under windows for unknown reasons for me. But I suspect it is even wrong and under linux produce complain. Can somebody (I know who) confirm that all these cross define/include are correct?
Thank you.

Luigi