
Subject: Re: umk got changed....

Posted by [dolik.rce](#) on Tue, 13 Dec 2011 16:55:25 GMT

[View Forum Message](#) <> [Reply to Message](#)

Hi Nick,

I'm afraid we're slowly coming to the limits of my theoretical knowledge. I don't have windows computer, so all I say relies on what I remember from many years ago...

So first the ":" problem - changing it to ; on windows would help, it is the common way to separate paths e.g. in PATH variable. IIRC, on linux the : is used for the same purpose. It wouldn't be a problem to make this platform dependent, but I'll propose completely different solution few lines lower

The target override works fine for me. The line you pointed to should not make problem, as those two later in file have precedence (umake.cpp:193-194):
`ide.debug.target_override =
ide.release.target_override = true;
ide.debug.target = ide.release.target = mkf = arg[i];`

We will both probably agree, that the interface of umk is terrible and clumsy. I believe that the best possible solution here would be to rewrite it. In a bit Linux-y way. By that I mean non-positional arguments, paths and flags settable by multiple parameters instead of one string with separators etc. What do you think? You are one of the very limited amount of people who actively uses umk, so your opinion has quite a big weight here. If Mirek agrees as well, I can rewrite the interface to match the common scheme from posix world. I believe it would make using umk much simpler...

Honza
