Subject: So many preprocessor defines for platform !
Posted by jibe on Tue, 09 Apr 2013 12:56:58 GMT
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Hi,

Trying (for the first time) to develop something for various platforms, I get very confused about what to use to have platform specific parts of code.

Those preprocessor directives can be found (maybe more... I just grep'ed the upp folder) :

#ifdef BSD
#ifdef POSIX
#ifdef SOLARIS
#ifdef WIN32
#ifdef WIN64
#ifdef WINDOWS
#ifdef WINVER
#ifdef WIN_SHM_BASE
#ifdef flagPOSIX

#ifdef PLATFORM_BSD
#ifdef PLATFORM_FREEBSD
#ifdef PLATFORM_LINUX
#ifdef PLATFORM_OSX11
#ifdef PLATFORM_POSIX
#ifdef PLATFORM_SOLARIS
#ifdef PLATFORM_WIN32
#ifdef PLATFORM_WINCE
#ifdef PLATFORM_X11

#ifdef _WIN32
#ifdef _WIN32_WCE
#ifdef _WIN32_WINNT
#ifdef _WIN64
#ifdef _WINDOWS

#ifdef __WIN32__
#ifdef __WIN64__
#ifdef __linux__

Could somebody explain (or point to some doc or explanation) why so many, what are the differences and which one must be used in which case ?

ie : how do I choose between #ifdef WIN32, #ifdef PLATFORM_WIN32, #ifdef _WIN32 or #ifdef __WIN32__ ?

And when I #define one of them, are the others automatically defined or undefined ? That is, if I #define PLATFORM_LINUX, will be __linux__, POSIX, flagPOSIX and PLATFORM_POSIX defined, and all ones regarding WINDOWS, OSX, BSD etc. undefined ?

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