
Subject: Re: So many preprocessor defines for platform !

Posted by [dolik.rce](#) on Thu, 11 Apr 2013 14:25:09 GMT

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Hi jibe,

I was hoping someone more informed than me will answer, but it seems it's up to me I didn't check all the things I'm saying here, so take it just as "educated guess"

First of all, the list you posted can be divided into two parts:

- a) macros defined by U++ (PLATFORM_*, WIN32, BSD, POSIX etc.)
- b) macros defined by the compiler or other libraries (__linux__, __WIN64__, _WIN32)

You should probably be ok if you only used the first group. The PLATFORM_* macros are quite generic and should satisfy most of your needs. I think the rest (WIN32, BSD, POSIX, ...) are meant to be used by U++ internally. Good place to start looking for how all the flags are defined and used should be Core/config.h.

Also note that some of the macros have overlapping meanings, e.g. PLATFORM_POSIX is defined together with PLATFORM_BSD on BSD and with PLATFORM_LINUX on Linux. It always depends on what exactly you need to check, but with basic knowledge about the target platforms, you can usually guess easily which one should be used.

Best regards,
Honza
