
Subject: theide: build_info.h, removal of bm* macros

Posted by [mirek](#) on Sat, 10 Jan 2015 10:40:43 GMT

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Build system of theide was adding defines to compiler commandline bmYEAR, bmMONTH etc... so that application can now its compilation time and display it properly.

This was now found to be incompatible with attempts to introduce precompiled headers support (well, BLITZ is still superior for debug mode builds, but release mode builds will benefit).

So these macros are now removed and replaced by "build_info.h" builder generated file, which is on include path. In practice:

```
#include <Core/Core.h>
```

```
#include <build_info.h>
```

```
using namespace Upp;
```

```
CONSOLE_APP_MAIN
```

```
{  
    StdLogSetup(LOG_COUT|LOG_FILE);
```

```
  
    DUMP(bmYEAR);  
    DUMP(bmMONTH);  
    DUMP(bmDAY);  
    DUMP(bmHOUR);  
    DUMP(bmMINUTE);  
    DUMP(bmSECOND);  
    DUMP(bmTIME);  
    DUMP(bmMACHINE);  
    DUMP(bmUSER);  
}
```

Aside from being compatible with pch, another advantage is that information can be now more structured (as with bmTIME) and we can more easily add more info as needed.
