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Subject: Re: Understanding packages, assemblies, and nests

Posted by [dolik.rce](#) on Sat, 14 Mar 2015 19:18:53 GMT

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eldiener wrote on Sat, 14 March 2015 18:21 IDE builds a package, which generates some final file usually an executable or library but it may be any resultant file. The package can contain dependencies in the form of other packages. So when a package is built it may be necessary to build any of its dependencies first before rebuilding the main package. Yes, that is correct. I'm not aware about any case where the result would be something else than library (either static or dynamic) or executable, but in theory other result formats could be possible as well.

eldiener wrote on Sat, 14 March 2015 18:21 Regarding the "main package": are not all packages represented by a directory with a .upp file ? if that is so how does the IDE know what is a main package as opposed to what is a dependent package ? In The IDE there is a "Main package configuration" dialog (in Project menu, or when you click on the select box in menubar), which lists the build flags that can be used for the package. Any package that has one or more entries in this list is considered to be "main" (because non-main packages wouldn't require build flags).

eldiener wrote on Sat, 14 March 2015 18:21 I see the Package organizer. A visual tree-like display of dependencies might be nice. It is not simple tree, multiple packages can share same dependencies. For example, have a look at the graph in this thread if you're interested.

eldiener wrote on Sat, 14 March 2015 18:21 Regarding the IDE and adding a package to it I think you missed my point. Suppose I already have a package somewhere on my file system with its .upp file. How do I tell the IDE that the package exists and it should be listed somewhere by the IDE ? You just set the assembly to contain the nest where your package is located - that is its parent directory. If you put this nest at first position in the assembly, then the package (given it is "main") will be listed when you start The IDE and select this assembly.

eldiener wrote on Sat, 14 March 2015 18:21 Finally if I have a package does its dependencies have to be within the same directory structure of the main package ? I hope that is not the case. No, the dependencies can be in any of the nests in the same assembly. Usually, your package would be in MyApps, and it would depend on for example on Core, which is located in the uppsrc nest.

Honza

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