
Subject: What flag for conditional compile to GUI or CLI
Posted by [slashupp](#) on Mon, 21 May 2018 06:08:43 GMT
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could be this is a stupid question:

the flags are defined in upp & to access them must include upp-headers

(giving chicken / egg problem)

so must define some local flag / boolean that is set/unset when upp-headers are used

and this local flag / boolean must then be checked in my code

BUT!: the build-flag 'GUI' is used when building gui-apps, and not available? when cli-app? please advise

What flag(s) must I use to conditional compile for either GUI or CLI?

I've tried:

```
##if defined(GUI)
##if defined(GUI_X11) || defined(GUI_WIN) || defined(GUI_WIN32) || defined(GUI_GTK)
##if defined(GUI_APP_MAIN)
##if defined(GUI_WIN) || defined(PLATFORM_X11)
#include <CtrlLib/CtrlLib.h>
using namespace Upp;
void PRINTSTRING(const std::string &s) { PromptOK(DeQt(s.c_str())); }
#else
void PRINTSTRING(const std::string &s) { std::cout << s << std::flush; }
#endif
```