Subject: Re: TheIDE remote package dependencies proposal - dealing with baazar Posted by Sender Ghost on Mon, 04 Jun 2018 07:29:00 GMT

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Hello Klugier.

I think, the current U++ build system is flexible on assembly and/or nests level without a need to use specific include(s):

Configuring Packages & Assemblies, Packages, Assemblies & Nests.

Klugier wrote on Sun, 03 June 2018 21:02

#include <Remote/Github/Oblivion/MessageCtrl.h> // Should be able to specific GitHub repodirectly...

. . .

#include <Remote/Bazaar/plugin/gtest/gtest.h> // Another example of using self hosted bazzar package...

If you meant about https://github.com/ismail-yilmaz/upp-components repository, there is some example about how to use MessageCtrl package:

https://github.com/ismail-yilmaz/upp-components/blob/66a389c 08cec65a655b75bc4f7355646f36f708e/Examples/Messages/main.cpp #L1-L2

#include <CtrlLib/CtrlLib.h>
#include <MessageCtrl/MessageCtrl.h>

I may recommend to create upp-components-examples (or with a different name) assembly with following "Package nests", in this case (based on 39bbba5 commit):

path/to/upp-components/Examples;path/to/upp-components/Attic;path/to/upp-components/CtrlLib; path/to/upp-components/Core;path/to/upp/uppsrc

where

path/to/upp-components - is path to cloned https://github.com/ismail-yilmaz/upp-components repository

path/to/upp - is path to root of U++ uppsrc directory (also can be cloned from https://github.com/ultimatepp/mirror repository)

On the other hand, the concept of so-called downloadable/remote/vendor packages may require versioning (or other, e.g. commit) support to solve possible backward compatibility issue(s) or if some specific version is needed. But this may be unrelated.