Subject: Re: umk static version Posted by dolik.rce on Tue, 31 Mar 2020 19:17:32 GMT View Forum Message <> Reply to Message

mirek wrote on Mon, 30 March 2020 23:28dolik.rce wrote on Mon, 30 March 2020 21:52One thing I'd definitely change about umk is the "UI". Fixed position parameters, no real help, some params prefixed with '-', some with '+', no long options... Explaining this to a common user would be nightmare :) Isn't it time to tweak this a little as well? I'd be willing to do the work. I know it's not hard, but I guess you have more important things to do, right? :)

I any case it would be good to show how do you want to change it before implementing... I was thinking something like this:Usage:

umk [options] <package> [<output>]

Arguments:

<package></package>	Package name
<output></output>	Output file or directory. If omitted, <package> name will be used.</package>

Options:

-A, --assembly <paths>

Comma separated paths to source directories or path to .var file.

- -B, --build-method <build_method>
Build method name or path to .bm file. Default value is 'GCC'.
- -f, --flags <FLAGS> Comma separated list of flags. Default value is 'GUI,MT'.
- -a, --all Rebuild all.
- -b, --blitz Use BLITZ.
- -v, --verbose Be verbose.
- -I, --silent Silent mode.
- -u, --target Use target directory.
- -m, --map Create a map file.

-d, --debug=[no|minimal|full]

Select debug mode:

no = release mode, full optimizations (default)
minimal = no debug symbols, no optimizations
full = with debug symbols, no optimizations

-s, --shared Use shared libraries.

- -S, --all-shared Use shared libraries and build as shared libraries.
- -M, --makefile Create makefile (to file <output>).
- -x, --export Export project (to directory <output>), export only files used.
- -X, --export-all Export project (to directory <output>), export all files.
- -k, --no-delete Do not delete target directory out when exporting.
- -H, --threads <N> Build using <N> threads. Default is number of logical cores available.
- -h, --help Show this text.

Examples:

Build release version of TheIDE: umk -b -A uppsrc ide ~/theide

Use custom build method: umk -b -A uppsrc -B ~/.upp/theide/CLANG.bm ~/theide

Rebuild Bombs example in debug mode: umk -ab --debug=full -A examples Bombs

Build Bombs example using source paths umk -A upp/examples,upp/uppsrc Bombs

What do you think?

Honza

Page 2 of 2 ---- Generated from U++ Forum