Subject: Re: large exe size SOLVED
Posted by mirek on Wed, 01 Apr 2020 07:06:26 GMT

I think the trick you are missing with U++ .sch files is that they have header part and code part.
Header part, e.g.:

#define SCHEMADIALECT <PostgreSQL/PostgreSQLSchema.h>

#define MODEL <MyApp/MyApp.sch>
#include "Sql/sch_header.h"
#undef MODEL

you put into header and then use that header in many .cpp files. In one of .cpp though, you add
"definition" part:

#define MODEL <NosCore/Nos.sch>
#include <Sql/sch_source.h>
#include <Sql/sch_schema.h>
#undef MODEL

As for layouts, you can have any number of layouts in layout file and any number of layout files in
your project.

In my large apps, I can easily have 30 layouts in single .lay file and 5 such .lay files in single
package, app is then like 5 packages. Yes, 500-1000 dialogs per productivity app is normal... :)

You can also have multiple schema files, usually when dealing with more than single database.
(But you need to be aware about name clashes and e.g. use namespaces).

Mirek