Subject: Enhancing project templates (upt files)
Posted by Werner on Tue, 19 Sep 2006 14:57:58 GMT
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It seems to be a well-established standard to write CAPITALIZED include guards. But this is not possible when using project templates.

As I'm writing my own project templates anyway, I decided to patch Template.cpp to enable uppercase include guards (which might be selected by a corresponding option).

The patch requires just a minor change of a single function:

Original function

```
ArrayMap<String, EscValue> TemplateDlg::MakeVars0()
{
 ArrayMap<String, EscValue> var;
 String n = ~package;
 int q = n.ReverseFind('/');
 var.Add("PACKAGE", q >= 0 ? n.Mid(q + 1) : n);
 return var;
}
```

Patched function

```
ArrayMap<String, EscValue> TemplateDlg::MakeVars0()
{
 ArrayMap<String, EscValue> var;
 String n = ~package;
 int q = n.ReverseFind('/');
 n = q >= 0 ? n.Mid(q + 1) : n;
 var.Add("PACKAGE", n);
 var.Add("PACKAGE_UPPERCASE", ToUpper(n));
 return var;
}
```

Might I suggest to consider the adoption of this patch into the official Ultimate++ release?

If so, please let me know as soon as possible, as I'm writing a project template documentation.

Werner