
Subject: Enhancing project templates (upt files)
Posted by [Werner](#) on Tue, 19 Sep 2006 14:57:58 GMT
[View Forum Message](#) <> [Reply to Message](#)

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
