
Subject: Re: Ultimate++ i.r.t. Fossil SCM
Posted by [alkema_jm](#) on Sat, 06 Jun 2020 08:01:29 GMT
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Hello,

I feel me an newby in the Ultimate++ habitat. Code is very mature and complex. I must study a lot how it works.

I am logging at different places the include file dependencies to MySQL. Ide environment could be work other than umk environment.

In the Ide environment I see 2 calls to AddDependency(..) when I compile Ide-environment:

```
class Hdepend {
struct Info {
    Time          time;
    Vector<int>    depend;
    Vector<bool>  bydefine;
    Index<String> macroinclude;
    Vector<String> define;
    bool          flag;
    bool          macroflag;
    bool          timedirty;
    bool          guarded;
    bool          blitzprohibit;
};

void Include(int line, char *filenaam, char *functie, const char *trm, Info& info, const String&
filedir, bool bydefine, const String& parent_path, unsigned long depth);
void ScanFile(int line, char *filenaam, char *functie, const String& path, int map_index, const
String& parent_path, unsigned long depth);
int File(int line, char *filenaam, char *functie, const String& path, const String& parent_path,
unsigned long depth);
void AddDependency(int line, char *filenaam, char *functie, const String& file, const String&
depends);
};
```

I will look beter in Hdepend class and prepere Fossil to the Umk main environment,

Greetings Jan Marco

File Attachments

1) [add_dependencies_records.jpg](#), downloaded 631 times
