
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 better in Hdepend class and prepare Fossil to the Umk main environment,

Greetings Jan Marco

File Attachments

1) [add_dependencies_records.jpg](#), downloaded 542 times
