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Subject: Re: [QUESTION]Is it possible to do internal include depending on Operating system or Flag we use/provide

Posted by [mirek](#) on Thu, 26 Nov 2020 09:53:01 GMT

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Xemuth wrote on Mon, 23 November 2020 21:50Hello, I allow myself to up the post.

I have the GLFW source code (GLFW is an Open Source, multi-platform library for OpenGL, OpenGL ES and Vulkan development on the desktop. It provides a simple API for creating windows, contexts and surfaces, receiving input and events. <https://www.glfw.org>), in order to make a package of it I simply copy past all source into my package, however source code of GLFW include source to be Linux, Windows, OSX compatible. By isolating all Windows source code I'm able to make the package work perfectly on my windows.

however, I want it to be cross platform. My main idea was to split all different OS source code between several files and use the option "internal include" with a condition depending on which OS you are. but, sadly, the internal include have is when condition disabled :

How you would handle that problematic using TheIDE ?

EDIT : If I put all source code file in same folder then all file.c got interpreted resulting on many compilation error (yes windows dont know about x11 etc...)

How many .c files are there?

There are various strategies for importing external libraries in source form, I bet we can find the one appropriate, or even add it...

I do not think internal include is helpful here (but I might be wrong).

Mierk

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