Subject: [PROPOSAL] A couple of changes in "import.ext"
Posted by mdelfede on Fri, 30 Apr 2021 12:02:06 GMT

Importing a large library with "import.ext" I got a couple of probmems:

1) Some files need to be excluded / included depending on platform.
A nice way would be something like

```
files(PLATFORM_POSIX)
    files.cpp
    dir1/*.cpp
;
exclude(PLATFORM_WIN32)
    an_unix_file.cpp
;
```

2) A big problem is that object files are put ALL in ONE folder. If the library
has something like this:

```
    dir1/MyNiceModule.cpp
    dir2/MyNiceModule.cpp
```

build will fail because second MyNiceModule.o is placed in same output folder and overwrites first
one.
The solution could be to put .o files in subfolder or add a prefix like dir1_MyNiceModule.o.

Ciao

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