
Subject: Re: [PROPOSAL] A couple of changes in "import.ext"

Posted by [mdelfede](#) on Mon, 03 May 2021 23:30:49 GMT

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mirek wrote on Mon, 03 May 2021 08:45

Yes. I gave you a pointer to the code, did not I?

Yep, and the part 1 is almost done. I just need to know which flags are available at build time and how to read them... if you

can point me in the right direction you'll spare me some time.

By now I added an optional (flags) part, where 'flags' can be any expression, for example:

TRUE

true

1

FALSE

false

0

!flag && (flag1 || flag2)

!flag && flag1 || flag2

with ! (or ~) is the negation, && is AND, || is OR, precedence is UNARY > && > ||.

For example:

files mypath/*.cpp;

Behaves as usual.

files(flagPosix && !flagSomething) mypath/*.cpp;

fetches the files only if flagPosix is true and flagSomething is false.

This applies also to other items (include, exclude, etc).

Just need to evaluate the flag(s) and it's complete.

Ciao

Max
