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

Posted by [mdelfede](#) on Wed, 05 May 2021 15:31:37 GMT

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mirek wrote on Wed, 05 May 2021 14:25

I actually think this problem might be there even without import.ext, so it is definitely worth fixing...

Agree... but now there's a problem : how shall we fix it ?

solution 1 :

```
/home/massimo/sources/OSG/OSG/OpenSceneGraph/src/osgWidget/Util.cpp
```

```
-->
```

```
outputdir/_home_massimo_sources_OSG_OSG_OpenSceneGraph_src_osgWidget_Util.cpp.o
```

which I'm afraid will make windows command line limitations quite unhappy when linking the whole stuff.

solution 2 :

```
/home/massimo/sources/OSG/OSG/OpenSceneGraph/src/osgWidget/Util.cpp
```

```
-->
```

```
outputdir/home/massimo/sources/OSG/OSG/OpenSceneGraph/src/osgWidget/Util.cpp.o
```

probably same problem as point 1 on windows, with directory tree management plus

solution 3 :

strip all "common" path part from sources and use just the remaining as solution 1

```
/home/massimo/sources/OSG/OSG/OpenSceneGraph/src/osgWidget/Version.cpp
```

```
/home/massimo/sources/OSG/OSG/OpenSceneGraph/src/osgUtil/Version.cpp
```

```
-->
```

```
outputdir/osgWidget_Version.cpp.o
```

```
outputdir/osgUtil_Version.cpp.o
```

this should make windows linker happy, but it will cause complete rebuild if we add some new source file

having a different path and needs a source files preventive scan to get the common path part.

solution 4 :

some sort of file mapping

```
/home/massimo/sources/OSG/OSG/OpenSceneGraph/src/osgWidget/Version.cpp
```

```
/home/massimo/sources/OSG/OSG/OpenSceneGraph/src/osgUtil/Version.cpp
```

```
-->
```

```
outputdir/1.o
```

```
outputdir/2.o
```

The map could be stored in output folder along with object files, and updated on demand.  
IMHO that one would be the better solution...

what do you think about ?

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