Subject: Re: How to compile thrid-party packages?
Posted by mirek on Wed, 25 Oct 2006 12:15:10 GMT

arixion wrote on Wed, 25 October 2006 07:29Is it possible to specify more compiler flags?

Sure! Just add compiler options in package organizer.

Well, the all the thing might be a little bit complicated at first, but I think current documentation is already quite good. The system is quite flexible.

The one thing to keep always in the mind is that everything is designed to work with more compilers and more platforms (and with different directory tree). That is why there are

- builders (routines to use specific compiler or compiler group),

- build methods (binds builder with concrete computer specific settings of executable, library and include paths)

- flags (describes platform and compiler, e.g. "WIN32 GCC"

- package and file additional settings (can add compiler options for specific combination of flags)

Quote:
 And btw, how does UPP make GCC use Blitz?

It is transparent with respect to all of above. BLITZ system checks for all problems there and for most problems with the code (in other words, BLITZ is active only if possible).

Quote:
 I might decide to create an extension to UPP that allows it to use Scons as a compilation system...

Why? I think U++ build system is really matured now and is the only system allowing BLITZ (if nothing else). You need build system that understands C++ files to have BLITZ.

Mirek