Subject: Re: missing sqrt and log from Core/Util.h
Posted by mirek on Sun, 11 Feb 2007 22:46:58 GMT

ebojd wrote on Sun, 11 February 2007 14:35I have a small C library with an associated test-suite that I am trying to get compiled in U++.

To drive the test-suite I placed all my standard automated test code in functions and wrapped the non U++ main routines in #define's. Now when I set up a upp package as a console U++ app, all the old C library code I get errors in Core/Util.h that it cannot find the sqrt or log math functions. This happens before any of my own code is compiled. The "C" library does a lot of data processing and does call sqrt.

I figure that this is probably a SPE (stupid programming error), but any suggestions would be appreciated. Should a U++ Console app include more than the Core package to compile gain access to the math functions?

Hard to say. Anyway, in situation like this, there is quite useful "Preprocess file" command in build menu - it will show you how your .cpp file looks like after the preprocessor phase (#includes included...).