Subject: Am I misunderstanding how packages are supposed to work?
Posted by Babs on Fri, 19 May 2006 09:07:47 GMT

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Hi there. I've just started looking at U++ with a mind to porting a pretty large app to it and I'm having some issues with how multiple packages work within a project. Hopefully someone can help me.

1- Should you have to #include the header file for a package, even if the package using it has it listed as 'Uses xxxx' in the package organiser? I can't get it to compile otherwise, but it seems to go against the whole point of packages. It also leads to the problem below:

2- I've got a package that has to use some external header files (It's a wrapper for some older software) which require extra include paths for compilation (-I or /I switches). Now, it seems sensible to me that these should only have to be specified for the package that actually needs the headers, or even just the whole project, but no. The only way to make it compile is to add the compiler options to every package that includes the package with the extra headers. This is very annoying as pretty much all of the packages in my app need to access it.

I assume I'm missing something simple here because if this is the way it's supposed to work it's actually more hassle than just including everything in one big package. At least then I'd only have to specifiy compilation options once for the whole project. I would be grateful if someone could shed some light on this for me.

On the plus side - I like pretty much everything else

Thanks in advance.

Subject: Re: Am I misunderstanding how packages are supposed to work?
Posted by gprentice on Fri, 19 May 2006 09:50:14 GMT

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In TheIDE, click on the pink "help index" button, then have a read of "packages, assemblies and nests" (which I wrote) - especially the section near the end on "alternative include path mechanisms".

In there, I wrote

"the package-organizer allows you to enter additional switches to be passed to the compiler for all packages, for specific packages or for specific source files"

but I forget how to enter switches that apply to all packages ...   - maybe Mirek can say if this is possible ...

Anyway, you can also use the "nest path setting" in the assembly setup - as described in "alternative include path mechanisms". I suggest you try and read all of "packages, assemblies

and nests" though.

In answer to question 1 - what do you mean by the "header file for a package". Do you mean if you have a package called pkg1, then there is a header file called pkg1.h. You definitely have to do the #include pkg1.h yourself, even when your package uses pkg1. If U++ tried to auto #include certain header files I think it would seriously screw up some code. When a package uses another package, it just means that U++ will try to build and use the object files/libs of the used packages when it builds/links the main package.

Graeme

Subject: Re: Am I misunderstanding how packages are supposed to work?
Posted by Babs on Fri, 19 May 2006 09:59:39 GMT
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Cheers. I feel a bit of an idiot for missing the help section, I didn't see a menu for it and just assumed there wasn't any.

Subject: Re: Am I misunderstanding how packages are supposed to work?
Posted by Babs on Fri, 19 May 2006 10:24:44 GMT
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I don't feel quite so stupid now as it's the same info that's on the website. While well-written and useful as an introduction it is somewhat lacking in specifics (this is not a dig - writing good documentation is both difficult and tedious and I'm glad you made the effort). It does seem I misunderstood how packages are supposed to work though, thanks for the pointers.

You do indeed write:
"the package-organizer allows you to enter additional switches to be passed to the compiler for all packages, for specific packages or for specific source files"
And then don't say how

Does anyone know?

Subject: Re: Am I misunderstanding how packages are supposed to work?
Posted by gprentice on Fri, 19 May 2006 10:35:31 GMT
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Babs wrote on Fri, 19 May 2006 22:24I don't feel quite so stupid now as it's the same info that's on the website. While well-written and useful as an introduction it is somewhat lacking in specifics (this is not a dig - writing good documentation is both difficult and tedious and I'm glad you made

the effort). It does seem I misunderstood how packages are supposed to work though, thanks for the pointers.

You do indeed write:
"the package-organizer allows you to enter additional switches to be passed to the compiler for all packages, for specific packages or for specific source files"
And then don't say how

Does anyone know?

Actually I've just noticed I described how it works in the "Package build settings" section of "Configuring packages and assemblies". The link from the "packages, assemblies and nests" topic isn't currently able to specify the specific section so I guess I should have named the section when linking to it
Feel free to suggest improvements to the help files. The help system is a sort of organised chaos at present   - but Mirek answers most things fairly quickly.

Graeme

Subject: Re: Am I misunderstanding how packages are supposed to work?
Posted by Babs on Fri, 19 May 2006 11:14:53 GMT
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Thanks for your speedy reply, but unless I've missed something that section is purely about build configurations. This is fine, and the way I've configured my packages at the moment (by adding the compiler switches to each package tied to WIN32), but it makes no mention of how to add an option (be it compiler switches or additional libs) that will automatically be applied to all packages in the project without having to add it manually to each one.

If such a thing exists I would like to know how to do it but at the end of the day it more an annoyance/laziness issue than anything else. And I can't bitch too much because since it's open source I can always add it myself

Likewise with the documentation - I appreciate that people are doing this for free, so I'm not expecting MSDN. More specifics about some of the features would be nice, but as the TheIDE is still a work in progress I can understand how this is difficult.

If I continue to use U++ I'll be sure to try and make some sort of contribution myself, be it documentation or features.

Subject: Re: Am I misunderstanding how packages are supposed to work?
Posted by gprentice on Fri, 19 May 2006 11:50:21 GMT
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Babs wrote on Fri, 19 May 2006 23:14Thanks for your speedy reply, but unless I've missed something that section is purely about build configurations. This is fine, and the way I've configured my packages at the moment (by adding the compiler switches to each package tied to WIN32), but it makes no mention of how to add an option (be it compiler switches or additional libs) that will automatically be applied to all packages in the project without having to add it manually to each one.

If such a thing exists I would like to know how to do it but at the end of the day it more an annoyance/laziness issue than anything else. And I can't bitch too much because since it's open source I can always add it myself

Um, well, it says this in the help file ...

<quote>
"Compiler options. These are text strings that will be supplied on the command line to the compiler. These will be added to the command line after (at the end of) the compiler options generated by TheIDE. These options affect all source files being compiled, not just those from the main package, however you can use build flags and the "dotted" mechanism (see Package-build-configurations above) to restrict which packages the options are applied to."
<end quote>

In the package organizer, to add compiler options, right click and select "new compiler options", then enter e.g. GCC in the "When" column and -Iwhatever in the options column, or e.g. MSC8 in the when column and /Iwhatever in the options column.

According to what I wrote in the help file, the -I or /I switches as above will be used for all source files compiled in the project across all packages. I believe I tested this at the time I wrote it but I'm not 100% sure I tested it "transitively".

Am I making any sense ??

Graeme

Subject: Re: Am I misunderstanding how packages are supposed to work?
Posted by mirek on Fri, 19 May 2006 21:27:44 GMT
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Babs wrote on Fri, 19 May 2006 07:14Thanks for your speedy reply, but unless I've missed something that section is purely about build configurations. This is fine, and the way I've configured my packages at the moment (by adding the compiler switches to each package tied to

WIN32), but it makes no mention of how to add an option (be it compiler switches or additional libs) that will automatically be applied to all packages in the project without having to add it manually to each one.

If you would like to experiment with compiler options (e.g. for speed), then you should rather be interested in altering/adding the build method... (may I ask what compiler switches you need to specify?)

To add additional libs, simply add it to some of packages.

Mirek